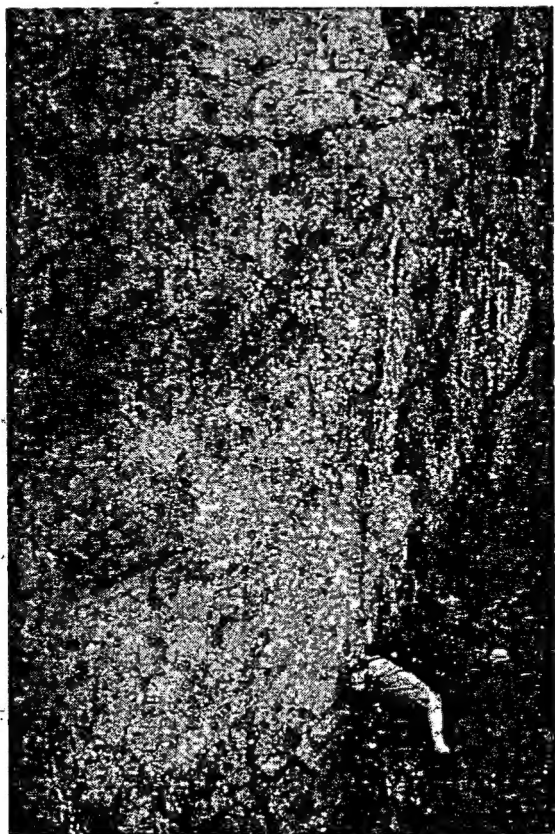


A Rock Climber's Guide To



Bellingham Rock!

By: Jason Henrie

HEY YOU!!!

Rock-climbing is a dangerous sport carrying a critical risk of personal injury or death, and should only be undertaken with a complete understanding of all the inherent risks. At any given time, the descriptions contained in this guide may not mirror the governing factors of a specific climb. This book is only a guide to the climbs, a composite of convictions from many sources, some of which may not be precise. It must always be used in conjunction with common sense and the acquired knowledge of this risky sport.

Special Thanks...

I would like to thank my parents for letting me hang out at their house and supporting me while I wrote the guide book. The fools! I would also like to thank my friends for proof reading my guidebook and putting in many hard hours developing routes with me. I'll pay you all later.

Deserving a special thanks, Greg White has graciously allowed me to use his power drill over the last few years. With out his trust I would have not had the opportunity to develop routes around northwest Washington and Canada. Thanks!

Finally, I thank The Great Adventure, Base Camp Inc., and local climbers for their support of new routes in the Bellingham area. Most of the new routes in the last year were fully funded by supportive local climbers!

-Jason Henrie,
Author

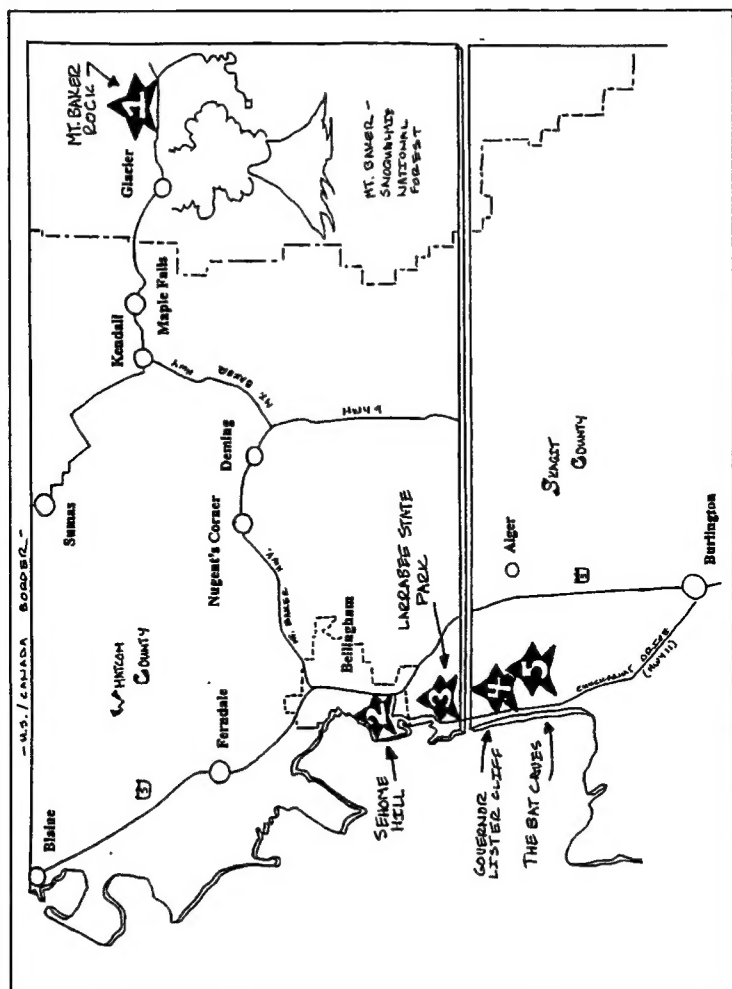


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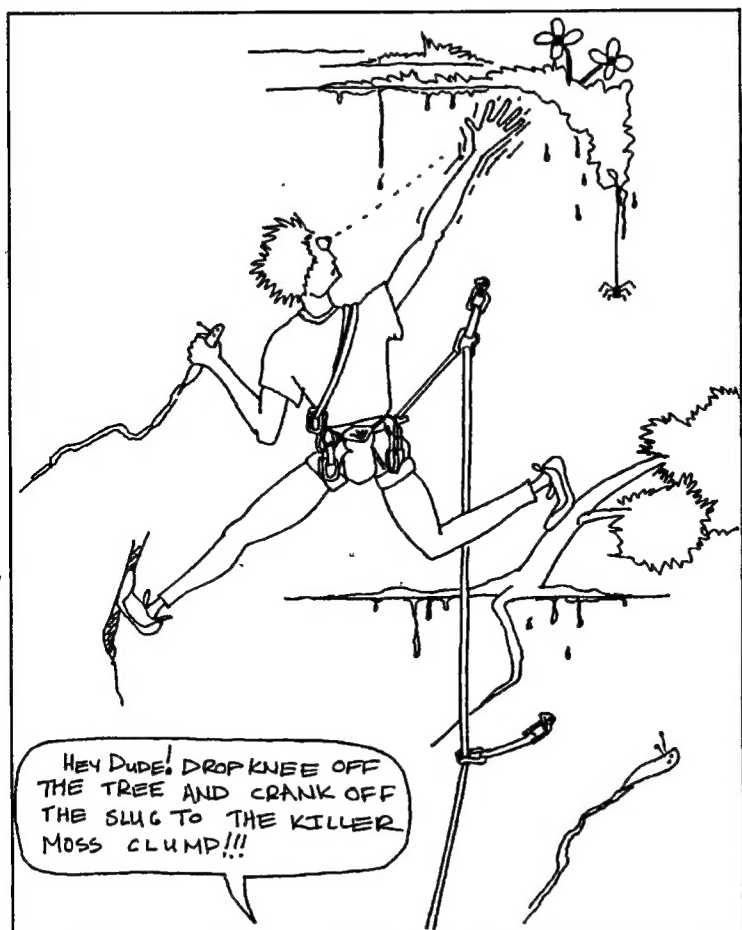
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SPORT CLIMBING IN BELLINGHAM

Introduction

Preface

September 15, 1997:

When I first started climbing in 1992, Bellingham climbers visited Sehome Hill, Larrabee State Park, and Mt. Erie (down by Anacortes). Their general response was that these areas, although interesting and fun, offered somewhat limited climbing in a not so dry climate. I agreed with these climbers. I felt that the rock around Bellingham offered a good start for climbers but lacked the higher grades and sheer number of routes that larger climbing areas already possessed. With the often rainy weather to boot, I wondered if Bellingham could ever be a rock climbing town.

After climbing every route I could find in the Bellingham area, I seriously started pondering if it was possible to make Bellingham a rock climbing town. I asked myself what does Bellingham need? One thing that would make Bellingham a rock climbing town would be better weather. Well, God doesn't owe me any favors so I would have to deal with the weather. The other thing that could help Bellingham improve to a rock climbing town status would be more routes. I realized there were possibilities for more routes, so I began to scout out the forested hillsides surrounding Bellingham. First I checked out Sehome Hill and Larrabee State Park for new routes. Sehome Hill offered little to no new climbing. Some difficult bouldering and a new 5.10 top rope problem were produced by some local climbers but that was all. I then turned my attention to Larrabee State Park, by far the best and largest climbing area near Bellingham. Similar to Sehome Hill, Larrabee State Park offered little new climbing. Some new upper level boulder problems were developed by local climbers, bringing the 5.12 grade to Bellingham as well as a stout 5.12+ top rope problem, introduced on the Desperation crag. Even then, I still hoped for more new routes.

In 1995 I revisited The Bat Caves on Blanchard Hill, a place I explored as a child. For the first time it occurred to me that The Bat Caves could offer some impressive climbing on the 200 foot cliff face above the caves. I discovered that The Bat Caves offered vast potential for new routes in a fantastic setting. I also learned that The Bat Caves had a climbing past that dated back to the late 1960s. This discovery surprised me due to the lack of established routes. The routes consisted of only a hand full of completed crack routes on and around the main wall. At that moment I realized there was potential for more climbing around Bellingham.

Introduction

After the dust from my borrowed motorized drill settled it was a year later and I had added almost 30 new bolted sport routes and a couple crack routes. These new routes offered climbing for everyone with routes from 5.5 to 5.12c. Finally new climbing in Bellingham!

After I had produced many of the routes at The Bat Caves, I found out about another new development in local climbing. Mathias Holladay had also been busy creating new routes at a sandstone wall he named Governor Lister Cliff. This new wall offered more new climbing on routes ranging from 5.7 to 5.11+, all of them lead routes on bolts and natural pro. It was exciting to see that I wasn't alone in my quest for more routes in Bellingham.

In 1996 I found myself searching everywhere for new route potential. To my surprise I found more hidden cliffs than I could ever possibly develop, (unless of course, I got paid to put up routes!). So, I fiddled around and added some routes on a few obscure crags, until I found my latest "favorite area to put up routes."

In 1995 I had helped bolt a route put up by some of my friends on the Mt. Baker Highway located east of Bellingham. At the time I had not noticed anymore potential for route development at Mt. Baker so I continued working on new routes at The Bat Caves. It was not until 1996 that I noticed some mossy cliffs east of Glacier, on the Mt. Baker Highway. When I scurried up the boulder field to the base of the main wall I freaked out. On this amazing wall there was an incredible amount of potential for routes of all grades on very unique rock. That fall I began developing the area with a few of my friends. The sport routes that we developed were better than expected in quality and ranged from 5.4 to 5.12d. As of publication of this guidebook 29 routes have been developed at Mt. Baker Rock, with potential for much more.

With newly developed areas like The Bat Caves, Governor Lister Cliff, and Mt. Baker Rock, Bellingham has doubled it's total amount of routes to 166. Does this mean that Bellingham has become a rock climbing town? Probably not, but it does mean that there is a little more rock climbing to be done on those sometimes sunny days in Bellingham.

Getting There

Follow Interstate 5 to the northwest part of the state of Washington. Bellingham is located on Interstate 5 about ½ hour south of the U.S./Canada Border and about 1 ½ hours north of Seattle.

Introduction

To receive specific directions to specific climbing areas around Bellingham consult the specific introductions for each section.

Weather

Northwest Washington is notorious for rain, rain, and more rain, even during the summer. So, try not to get depressed when you get rained on when you climb around Bellingham.

Now that I've scared you...Yes, Bellingham definitely has a lot of wet weather, but you can climb almost consistently during the summer and fall. July and September are the driest and warmest months with temperatures between 60 and 80 degrees, while the rest of the year the weather is either wet or cold, making it almost impossible to climb. Select overhanging routes at The Bat Caves, Governor Lister Cliff, and Mt. Baker Rock can be climbed during wet weather.

Geology

The Chuckanut Sandstone Formation produced the often friable sandstone cliffs along the north end of Chuckanut Drive and the south end of Bellingham. These areas include Sehome Hill, Larrabee State Park, and Governor Lister Cliff. Interesting features include huecos and pockets, handlebars, crimp edges, jugs, and high quality friction slopers. **Important:** remember that the soft sandstone needs to be totally dry to climb on or the fragile holds may break. Please wait a full day after it rains so that the rock has enough time to dry!!!

The Pre-Tertiary metasedimentary rock of the south end of Chuckanut Drive produced The Bat Caves. This rock is much more solid than the Chuckanut Sandstone. Interesting features include positive edges of all sizes and some good jam cracks.

Metamorphic volcanic rock forms the Mt. Baker Rock. Interesting features includes the interesting "Baker sloper," pockets, edges, and solid cobblestone.

In Case of an Accident

To locate police and emergency units call 911. The nearest hospital for all areas, including Mt. Baker Rock, is St. Joseph Hospital. St. Joseph Hospital is located at 2901 Squalicum Parkway in Bellingham (exit #255) ph# 734-5400.

Introduction

Facilities and Services

Anything you could possibly want is located in Bellingham. There are hotels, gas stations, chain fast food restaurants, movie theaters, grocery stores, and even a mall.

If you are looking for climbing shops or climbing gyms in Bellingham check out...

Climbing stores:

The Great Adventure
201 E Chestnut
Bellingham, WA
Ph# 671-4615

Base Camp Inc.
901 W Holly
Bellingham, WA
Ph# 733-5461

Climbing gyms:

Leading Edge North
1409 Frasier St.
Bellingham, WA
Ph# 733-6969

Whatcom Family YMCA
1256 N State
Bellingham, WA
Ph# 733-8630

Each specific climbing area will include more specific information for food, gas, and lodging located near it.

How to use this guidebook

This guide uses written descriptions of routes along with drawings of the cliffs. Both should be used together. The climbs are listed in order by numbers (1,2,3,etc.) and the corresponding drawing of the cliff will include the same numbers with a dotted line showing where the numbered route goes.

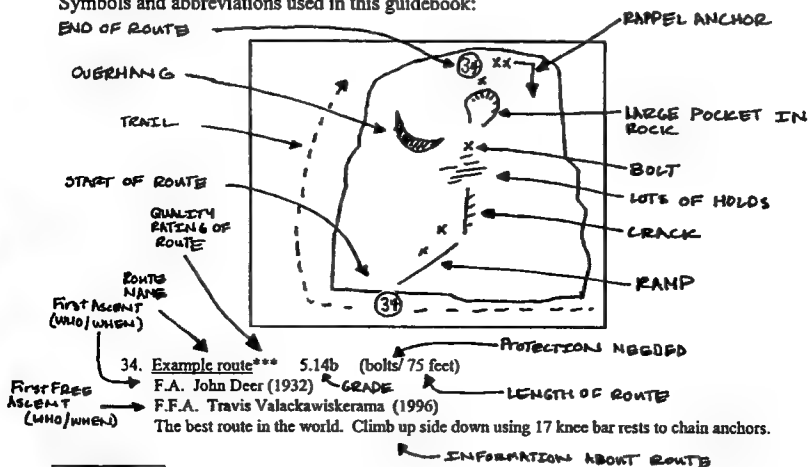
Use the Table of Contents for a quick and easy reference to where items are in this guidebook. Also, there is a listing of all of the routes in the back of the guide, in the form of a tick list, including each specific routes name, grade, length, and what page it can be found on.

Introduction

Rating stars are used to point out personal favorites of the author.

No stars	Icky route.
*	Worth climbing.
**	Great route. Climb It!
***	Area classic. You <u>will</u> climb it or die!

Symbols and abbreviations used in this guidebook:



Grading

This guidebook covers bouldering and roped climbing. Each have their own rating system in this guide.

Roped Climbing: This entails any climbing over 20 feet, where a rope is mandatory for safe climbing. For this style of climbing the 5th class rating system is used (Yosemite Decimal System). The system starts at 5.0 and is open ended, with the hardest routes in the world so far being 5.14. Grades from 5.10 up are further subdivided into a, b, c, and d.

Introduction

Bouldering: Bouldering includes all climbing that is close to the ground where a fall should be safe with one person spotting the climber. The rating system used is the Sherman V scale. The V scale starts at about 5.10 on the Yosemite Decimal System and slowly diverges from it. V0 is the same as 5.10, V1 is like 5.11-, V2 is like 5.11/11+, V3 is like 5.11+/12-, V4 is like 5.12, and then the V scale starts to diverge with the highest ratings in the world around V14, or some where around 5.14+ or 5.15-.

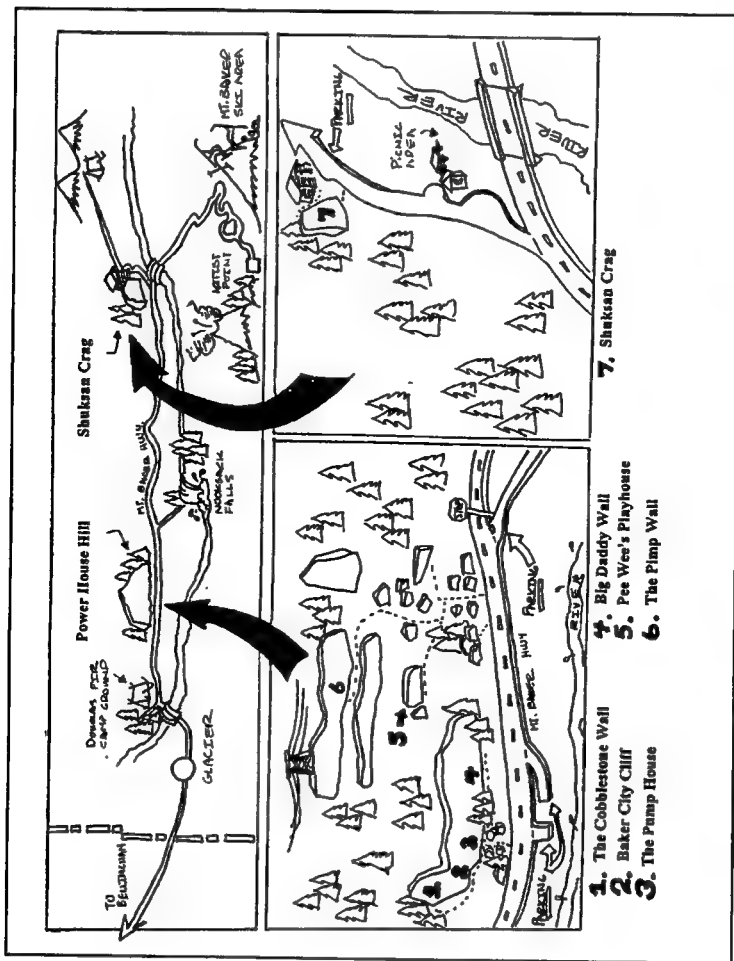
Any boulder problem rated 5.9 and under will be included in the bouldering classification with a 5th class rating.

Ethics

In Bellingham, climbers are lucky because they are still able to govern themselves. To keep things this way, please follow these simple guidelines:

- Follow trails. The fragile nature of the plant life and soil around the greater Bellingham area and Mt. Baker demand that you are careful. Look where you walk and don't cut switch backs.
- Pack it in, pack it out! Garbage is ugly and can get our cliffs closed. Be responsible!
- Be polite and courteous to other visitors. They probably don't want a boom box screaming in their ear in the middle of the woods.
- When putting up routes...
 - Clean routes thoroughly (clean off moss and clear loose rock).
 - Bolt routes with all climbers in mind. A 5'0" person will thank you for placing a bolt 6 inches lower than is comfortable you. Trust me.
 - Do not chip holds or otherwise create holds artificially.
 - In high visibility areas, camouflage bolts and rappel anchors if possible.

Mt. Baker Rock





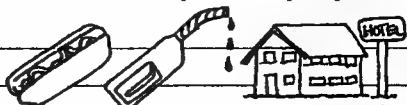
MT. BAKER ROCK

Along the north fork of the Nooksack River, amidst the the forested foothills of Mt. Baker, lurks the newest climbing in the Bellingham area. Located past the small mountain town of Glacier, on the Mt. Baker Highway (Hwy. 542), solid vertical and overhanging metamorphic rock resides. The vast potential of the area has just recently been tapped and offers much climbing for the future on rock that has been compared to metamorphic volcanic, metamorphic granite, limestone, and even cobblestone.

Due to the lack of cracks and fissures to accept natural protection, the majority of the routes at Mt. Baker are bolt protected sport routes. There is even a two pitch route on the Big Daddy Wall that is a fully equipped sport route.

With sport climbs from 5.5 to 5.12d and quick access from the Mt. Baker Highway, Mt. Baker Rock promises to please all climbers who like to clip bolts and push personal limits.

FOOD, GAS, AND LODGING



Glacier is the closest town and offers food (a tiny general store and expensive restaurants) and lodging. Glacier doesn't offer any gas!

Maple Falls is about 10 minutes west of Glacier and provides a gas station and a general store.

Douglas Fir Camp Ground (Fee Camping) offers 30 sites 2.2 miles east of the town of Glacier. Tents and trailers are allowed. The camp ground offers water, bathrooms, and covered picnic areas. Inquire about costs at the Public Service Center in Glacier or at the Douglas Fir Camp Ground.

National Forest Land offers free camping anywhere off of the main road unless posted otherwise.

Mt. Baker Rock

Power House Hill

How to get there: From I-5 in Bellingham, Washington take Exit 255 (Sunset Drive Exit). Travel east on Sunset Drive until it turns into the Mt. Baker Highway. Power House Hill is located .5 to .75 miles past mile marker 39 on the left side of the Highway. On the right side of the road there are three places to park. The first two are .5 miles past mile marker 39, on the right. Park here for The Cobblestone Wall, Baker City Cliff, The Pump House, and Big Daddy Wall. The third parking is on the right .25 miles up the highway. Park here for Pee Wee's Playhouse and The Pimp Wall. (Check map on previous page)

The Pump House

From the first parking, cross the road and look for a trail to the right of a truck-sized boulder and a large tree. Follow this trail for a couple minutes to the base of an overhanging wall affectionately known as The Pump House.

The Pump House is my personal favorite because climbers think the routes will be easy when they first see them. But the wall is deceiving and all those holds that look like jugs are slopers and people find out why the cliff is called The Pump House.

All routes are equipped with fixed carabiners on rappel stations. Please don't take carabiners unless you plan on replacing them. Thank You.

1. Jungle Boogie** 5.10b (6 bolts/45 feet)

F.F.A. Jason Henrie (Fall 1996)

Fun climbing on steep and juggy rock. Good luck getting over the big block half way up. Needs at least two days of dry after heavy rain.

2. Shorty*** 5.12c (5 bolts/30 feet)

F.A. Jason Henrie (Fall 1996)

F.F.A. Kris Taylor (Fall 1996)

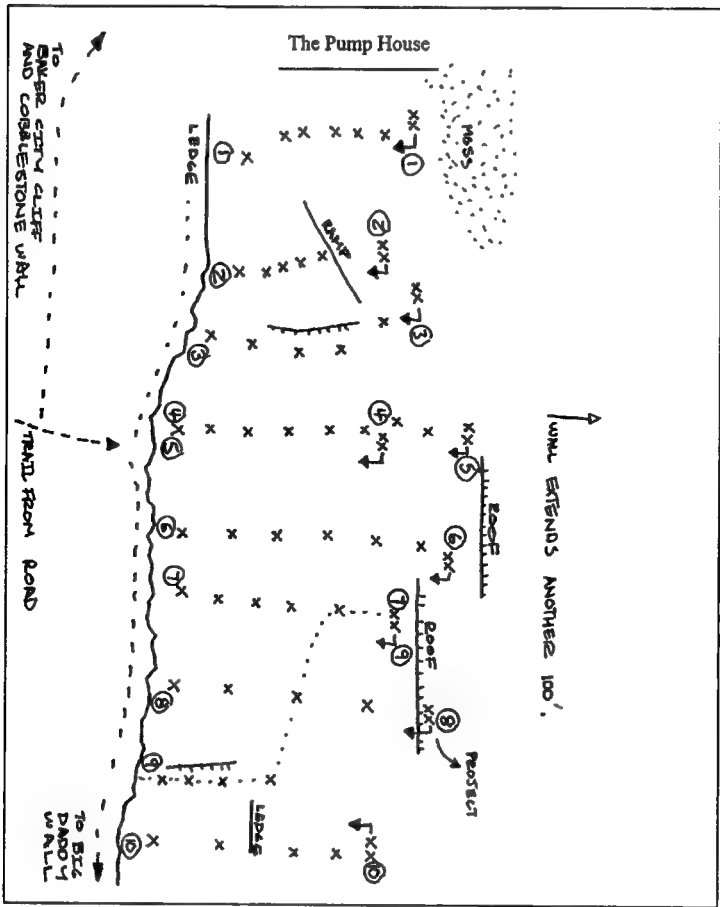
As Todd Skinner once said, "it's short and savage!" Stays dry year round. Stick-clip the first three bolts.

Mt. Baker Rock

3. Streaker** 5.11c (5 bolts/45 feet)
F.F.A. Jason Henrie (Fall 1996)
A wild ride that will see you using every technique you've ever learned for face climbing. The only problem is that it often seeps.
4. Super Bad*** 5.11d (6 bolts/50 feet)
F.F.A. Jason Henrie and Kris Taylor (Fall 1996)
Climb this route because it is truly "super bad" and it's always dry.
5. Super Baddest*** 5.12b (8 bolts/65 feet)
F.F.A. Jason Henrie (Summer 1997)
A two bolt continuation of Super Bad. This finish is a perfect compliment to the awesome climbing of Super Bad.
6. Pinch of Death*** 5.12d (6 bolts/55 feet)
F.A. Jason Henrie
F.F.A. Kris Taylor (Summer 1997)
The best and hardest route at the cliff. If you are strong enough to do it, it is a must!!! Dry year round.
7. Go Go Gadget*** 5.11b (5 bolts/35 feet)
F.F.A. Jason Henrie (Summer 1997)
Dry year round. Deceptively difficult climbing to a jump to the anchors. Fun.
8. Twisted Soul** 5.11c (4 bolts/40 feet)
F.F.A. Jason Henrie and Kris Taylor (Fall 1996)
Weird between second and third bolt. Exciting above. Totally worth doing when top is dry.
9. Across the House*** 5.11d (6 bolts/45 feet)
F.F.A. Jason Henrie and Kris Taylor (Summer 1997)
Big moves straight up for four bolts and then traverse left across forth bolt of Twisted Soul and climb through the last bolt of Go Go Gadget to Go Go Gadgets anchors. Exciting from start to finish.
Stays dry year round.
10. Feeding Frenzy* 5.11d/12a (4 bolts/40 feet)
F.F.A. Jason Henrie (Fall 1996)
Good climbing but last bolt is awkward to clip.

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Mt. Baker Rock

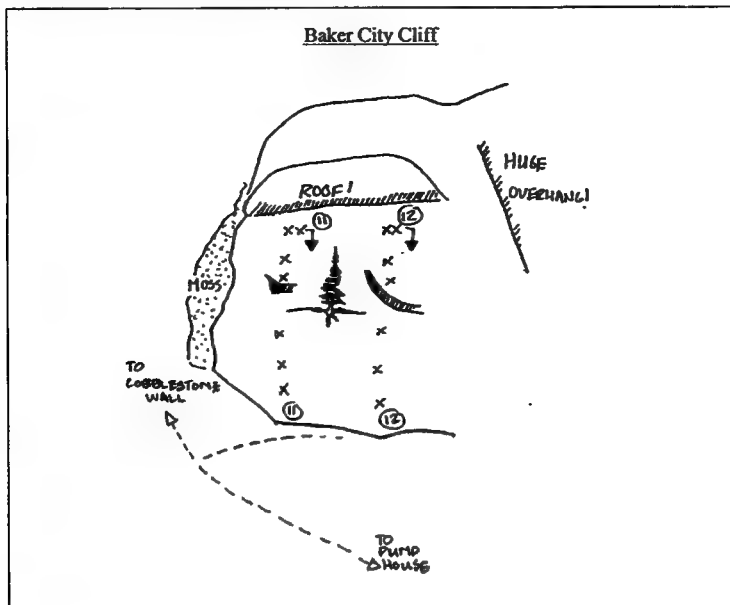


Mt. Baker Rock

Baker City Cliff

From The Pump House follow a trail left along the cliff for about 200 feet. You will see two bolted climbs under a small roof.

11. Home of the Bun Boy** 5.10b (5 bolts/40 feet)
F.A. Jason Henrie and Rob Knowles (1996)
F.F.A. Jason Henrie and Kris Taylor (September 1997)
Edge climbing with crux at the top. Can be slow to dry.
12. The Worlds Tallest Thermometer** 5.9 (5 bolts/40 feet)
F.F.A. Jason Henrie and Kris Taylor (September 1997)
More great edge climbing. Exciting over the bulge. Also can be slow to dry.

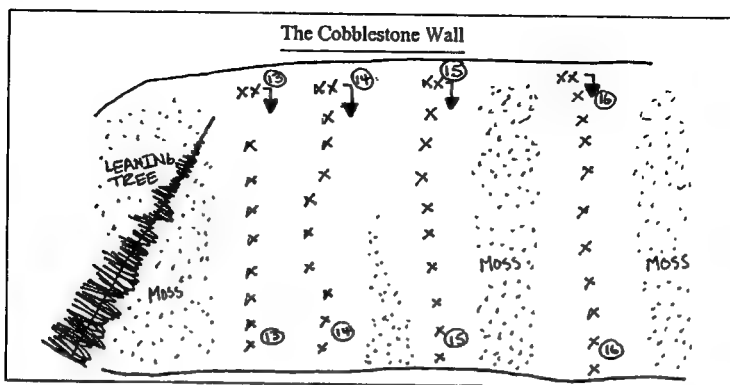


Mt. Baker Rock

The Cobblestone Wall

Travel past the Baker City Cliff for another 150 feet on the main trail. The Cobblestone Wall is characterized by four obvious scrubbed routes on an 80 foot wall. This wall houses some of my favorite climbing ever. A playland for the 5.8 to 5.10- climber.

13. Mean Streak*** 5.9 (8 bolts/75 feet)
F.F.A. Jason Henrie and Rob Knowles (May 1997)
Awesome knobs and solid cobblestone. Way fun climbing.
14. Warts*** 5.10a (9 bolts/75 feet)
F.F.A. Jason Henrie and Rob Knowles (May 1997)
More awesome climbing with a steep start and a technical finish. Oh, so fun!
15. Speaking Spanish*** 5.8 (9 bolts/75 feet)
F.F.A. Jason Henrie and friends (Summer 1997)
The coolest 5.8 I have ever climbed. Huge jugs to a bulge with even bigger holds. Total joy.
16. Moss Attack** 5.10b (10 bolts/75 feet)
F.F.A. Jason Henrie and Rob Knowles (Summer 1997)
Just as fun as the rest. It's choss is it's only downfall.



Mt. Baker Rock

Big Daddy Wall

From the base of The Pump House, travel right along the base of the cliff for a couple hundred feet until an obvious bolted slab is reached.

17. Learning to Fly*** 5.11a (2 pitches/ 180 feet)

F.F.A. Jason Henrie and Scott Linley (August 1997)

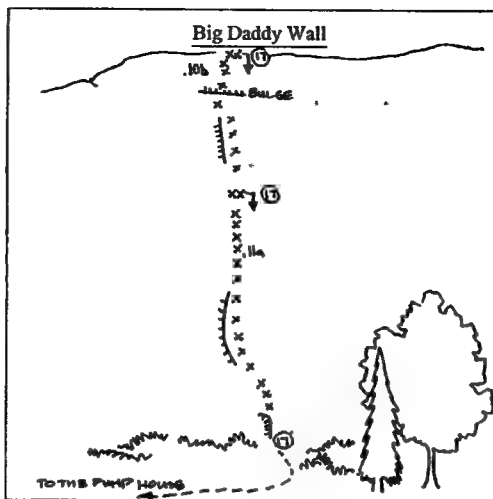
Pitch 1: 5.11a (14 bolts/110 feet)

Needs a 60 meter rope (with stretch) or two ropes to rappel this pitch.

Pitch 2: 5.10b (8 bolts/70 feet)

Needs one rope to rappel this pitch.

Great climbing on edges and pockets that lead to a second pitch overhang. Good exposure and positioning above the Nooksack River. Still a little scruffy. Needs traffic.



Mt. Baker Rock

Pee Wee's Playhouse

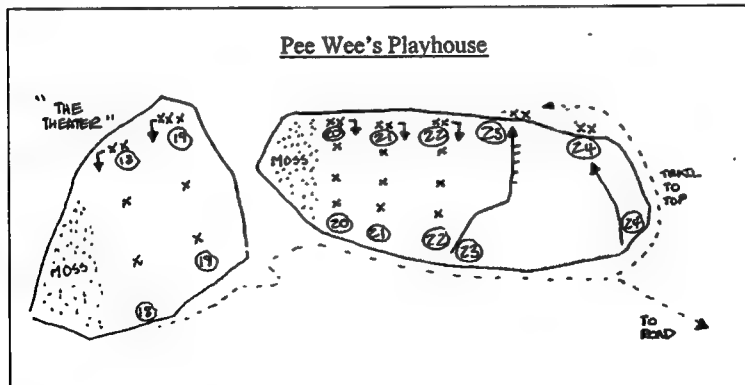
From third parking, walk about 200 feet west on the Mt. Baker Highway until a trail is found weaving it's way up an open boulderfield. Follow the trail up the boulderfield for about 100 feet and then follow another trail left past a large tree and beyond. This trail will place you at the right side of the cliff after about five minutes of boulder hopping.

Pee Wee's Playhouse is characterized by short routes with pockets and edges. Many of the routes are of a moderate grade, making Pee Wee's a great place to take beginners.

The first two routes are on a triangle shaped boulder to the left of the main Pee Wee's wall. It is called The Theater. (topo next page)

18. Peep Show** 5.5 (2 bolts/35 feet)
F.F.A. Jason Henrie and Matt Diamond (Spring 1997)
Great holds on almost vertical rock. High first bolt.
19. Jail Time** 5.6 (2 bolts/35 feet)
F.F.A. Jason Henrie and Matt Diamond (Spring 1997)
More good holds with a tougher finish. Another high first bolt.
20. The Secret Show** 5.9 (3 bolts/30 feet)
F.F.A. Jason Henrie and Rob Knowles (Spring 1997)
Edgy with some pockets. Very slabby. 5.9 if you stem off of tree and 5.10b if you start on ground.
21. Cowboy Curtis' Wild Ride* 5.10a (3 bolts/30 feet)
F.F.A. Jason Henrie and Rob Knowles (Spring 1997)
Neat little seam to some jug pockets and a tricky finish. Some people clip the anchors from below instead of trying to reach the top of the wall.
22. Pee Wee's Big Adventure*** 5.10b (3 bolts/30 feet)
F.F.A. Jason Henrie and Rob Knowles (Spring 1997)
Thin and not-so-obvious start leads to long reaches between amazingly incut pockets. Really fun.
23. Big Top Pee Wee** 5.4 (Natural pro or top rope/30 feet)
F.F.A. Jason Henrie (Spring 1997)
This fun little steep crack can be lead or top roped. A trail leads around the right side of the cliff to top rope bolts.
24. Today's Magic Word 5.6 (Top rope/30 feet)
F.A. Jason Henrie (Spring 1997)
Scruffy top rope problem. A trail leads around the right side of the cliff to top rope bolts.

Mt. Baker Rock



The Pimp Wall

From third parking follow same trail up for Pee Wee's Playhouse and take a left as if you were going to Pee Wee's Playhouse. But, Right before the large tree is reached take a right and travel up the boulder field until the very top of the boulderfield is reached. Take a left and traverse the base of the uppermost cliff band until a left leaning corner crack is reached and bolted sport routes.

25. Who's Your Daddy?** 5.8 (5 bolts/45 feet)

F.F.A. Jason Henrie, Rob Knowles, and Matt Diamond (Spring 1997)

Often wet and scruffy start leads to fun steep jugs. Watch out for loose holds up high.

26. Hans Groper** 5.9 (5 Bolts/45 feet)

F.F.A. Jason Henrie, Rob Knowles, and Matt Diamond (Spring 1997)

Good face climbing with a steep finish. Lots of bolts.

Mt. Baker Rock

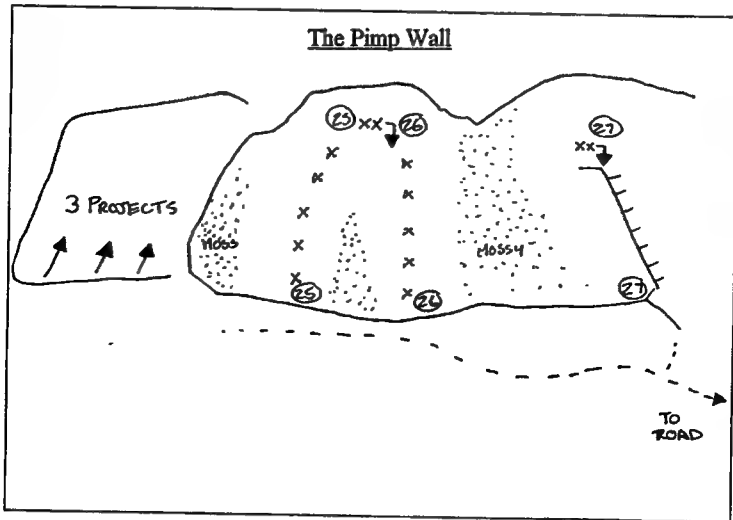
The next climb is about 100 feet to the right of Hans Groper.

27. Back From Sailing*** 5.10c (Natural Pro/60 feet)

F.A. Jason Henrie

F.F.A. Jeff the sailing machine (Spring 1997)

Totally cool line. Climb the obvious left leaning corner crack. Much cleaner than it looks.



Mt. Baker Rock

Shuksan Crag

How to get there: From first parking lot for Power House Hill travel east on the Mt. Baker Highway for 6.65 miles. Shortly after passing mile marker 46 take a left onto a gravel road, just before a rightward bend in the Mt. Baker Highway that travels over a bridge. Follow this road (National Forest Road #32) for .15 miles until obvious 60 foot vertical cliff is found directly on the left of the gravel road. Park in front of the cliff.

The Shuksan Crag is worth a visit if you want to climb a route or two and also check out some of the other sights the Mt. Baker area has to offer. Just before the cliff, on road #32, there are bathrooms and a neat spot to eat. The picnic area includes a tree covered grassy area with picnic tables and grills right next to a beautiful creek. And, directly to the right of the Shuksan Crag is an old run down cabin that was home to one of the first settlers of the area.

These sights and the quality of the single sport route that resides at the cliff make this crag a worthwhile visit.

Shuksan Crag

28. Excavation 5.7 (Natural pro/50 feet)

F.F.A. Chad Stebbins, Scott Carr, and Brandon Sirguy (1995)

Bleck! This once cleaned line is now very overgrown again by the dirt of nature. Needs another excavation. No rappel station.

29. Last Chance For Gas** 5.11a (6 bolts/50 feet)

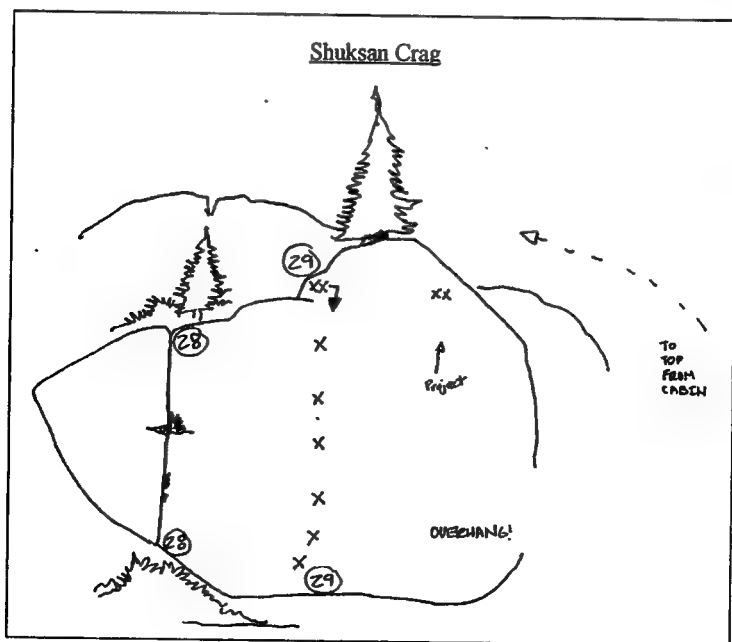
F.A. Chad Stebbins and Brandon Sirguy

F.F.A. Brandon Sirguy and Jason Henrie (1995)

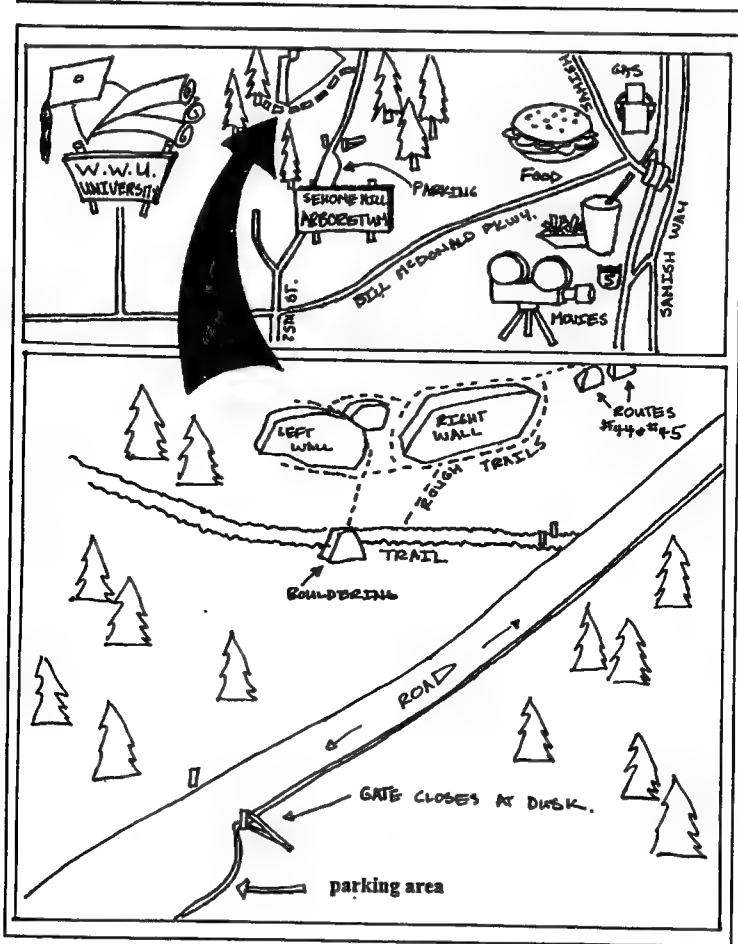
Fun route. With a boulder problem start and good holds above, this route proves to be a great first 11a for the aspiring 5.11 climber.

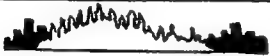
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Mt. Baker Rock



Sehome Hill





SEHOME HILL

Sehome Hill is a unique climbing area because it is located within a forested hillside arboretum in the city of Bellingham. Because of Sehome Hill's location, the arboretum has a rich climbing history dating back to the 1950's. Chuck Pratt, a legend in the climbing world, graduated from Bellingham High School and learned to climb on the sandstone of Sehome Hill, probably making many first ascents that went unrecorded. It wasn't until the 1970's that others claimed first ascents for the hand full of Sehome Hill climbs.

The cliffs at Sehome Hill are very short (anywhere between 12 feet and 35 feet), offering a good bouldering and top roping area. Bring lots of webbing and slings for top roping.

The rock is composed of sandstone with delightful pockets and veins of solid pebble deposits. Yet, despite the interesting climbing and rich history, in the 1970's some foolish climbers turned off their brains and chopped artificial holds into the soft sandstone. This selfish act allowed these climbers to lower the rock to their level instead of raising their climbing ability to meet the challenge of the rock. Very lame.

Remember: It is illegal to mountain bike on Sehome Hill.

How to get there: From I-5, take the Samish Way Exit. Follow Samish Way to the second intersection west of the freeway overpass. Turn left onto Bill McDonald Parkway. Follow Bill McDonald Parkway to 25th Street. Take a right onto 25th Street. After a couple 100 feet you will see a sign for the Sehome Hill Arboretum. Travel past the sign until obvious parking on right (just before a gate). Walk about ¼ mile further up the road until a trail leads left. Once on the trail the rock will be directly to your right.

30. The Text Book** 5.7 (Top Rope/15 feet)

F.A. Unknown

This short open book finger crack is clean and fun. Great place to learn to lay back and finger lock.

31. Sehome Chimney** 5.4 (Top Rope/15 feet)

F.A. Unknown

Perfect chimney. Variation: the deep cracks within the chimney can be climbed at 5.8.

32. The Classic** 5.6 (Top Rope/ 18 feet)

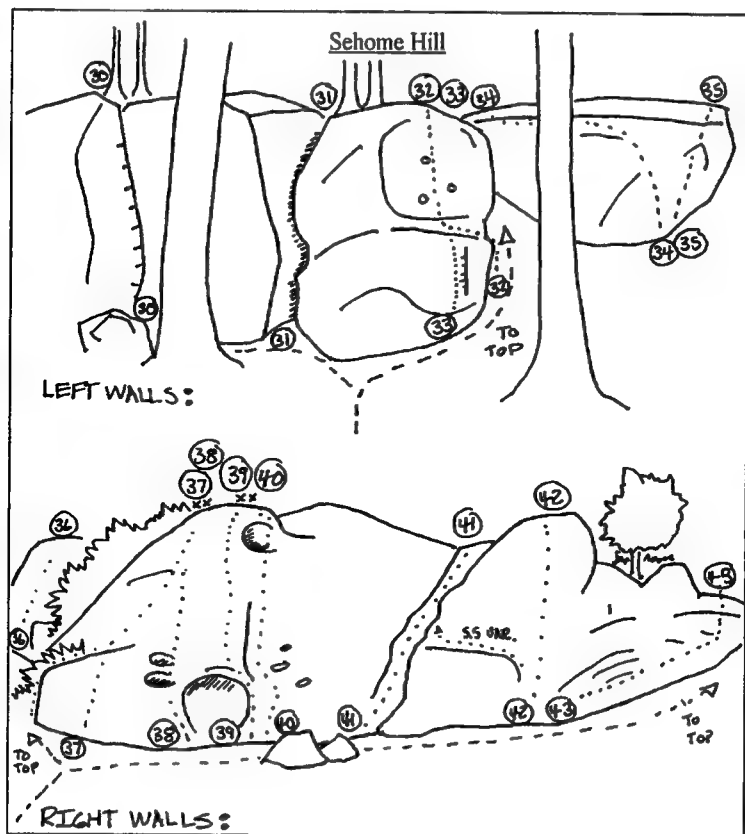
F.A. J. Kenoyer and G. Mustoe (1966)

Traverse in from the right and go up large scoop in wall on pockets. Fun route.

Sehome Hill

33. The Classic Direct** V3/V4 (boulder problem/ 18 feet)
 F.A. Unknown
 Climb directly up the thin seem to mantle shelf and the finish for The Classic. Powerful.
34. Boulder Lip Traverse*** V2 (boulder problem/15 foot traverse)
 F.A. Unknown
 Wild and fun. Don't pitch off near the end or you will fall down a gully. Cool huh!
35. Boulder Up* V1 (boulder problem/10 feet)
 F.A. Unknown
 Straight up over right side of boulder. Good moves. Can be sandy.
36. Lingley's Slab 5.3 (boulder problem/10 feet)
 F.A. Unknown
 Mossy and dirty.
37. The Diagonal (a.k.a. Catwalk)* 5.9 (Top Rope/ 30 feet)
 F.A. Unknown
 Traverse up and rightward over somewhat dirty holds to a fun (yet mossy) bulge finish. Two top rope bolts.
38. Unnamed** 5.10b (Top Rope/ 35 feet)
 F.A. Tim Shultz
 Boulder problem start to big solution pockets. Good climbing above. Same top rope bolts as The Diagonal.
39. Bolt Ladder #2** 5.10d (Top Rope/ 35 feet)
 F.A. Bill Lingley (1970)
 Start on right side of large scoop and traverse onto it. Go straight up past unsightly chistled holds to top. Two bolt top rope.
40. Bolt Ladder #2 Variation*** 5.9 (Top Rope/ 35 feet)
 F.A. Unknown
 Start as for Bolt Ladder. Climb straight up pockets to bathtub sized pocket. Same top rope bolts as Bolt Ladder #2. Best route at Sehome Hill.
41. The Stairway 5.2 (Top Rope/ 35 feet)
 F.A. Unknown
 Gross Chistled slab.
42. Sidewalk Direct 5.10b (Top Rope/ 30 feet)
 F.A. Unknown
 Follow the dot to dot chistled holds.
43. Sehome Traverse*** V6/V7 (Boulder problem/ 35 foot traverse)
 F.A. Greg Heffron (he's the only person that I know that has done it)
 Start on good holds at the base of Sidewalk direct. Traverse easily right to a tiny crimp in the roof. Lunge from this crimp rightward to a ledge and mantle. Sick Hard!

Sehome Hill



Sehome Hill

Follow trail, located above the cliffs, up the hill for a short distance. Two more outcrops will be found along the right side of the trail. (you will be traveling along the tops of the cliffs): (no topos)

44. Open Book Overhang* V0 (Boulder problem/ 15 feet)

F.A. Unknown

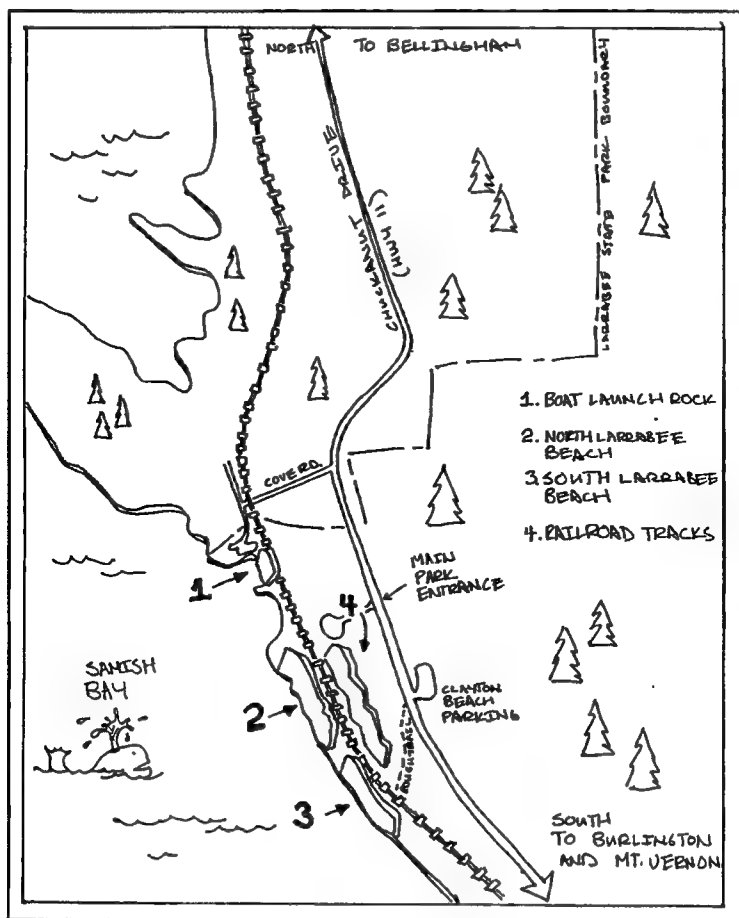
Located 100 feet up the trail from the main cliff. Interesting overhanging thin hands crack in a corner. Can be top roped.

45. Jam Crack* 5.8 (Top Rope/ 15 feet)

F.A. Unknown

Good hand crack about another 100 feet past the Open Book Overhang.

Larrabee State Park



LARRABEE STATE PARK

Situated on the famous Chuckanut Drive, Larrabee State Park offers some of the most scenic climbing anywhere in the world. The park hands out views of the San Juans and Olympic Mountains, crystal blue ocean waters, all manners of marine life, and amazing wave sculpted sandstone outcrops.

It is the sculpted sandstone that attracts climbers most. The ocean continuously attacks the exposed Chuckanut sandstone with it's waves creating ever changing features. Some of these features that climbers love so much are solution pockets, handle bars, horns, and jugs. The only down fall of this amazing rock is that it is often friable because of the nature of the soft sandstone. Despite this downfall, much of the rock cleans up with wear from climbers and there are a surprising amount of perfectly solid sandstone classics.

It is important to remember that Larrabee State Park is primarily a bouldering and top roping area. Many of the cliffs are only about 10 to 30 feet tall, with the only exception being the Boat Launch Wall (it is about 100 feet tall). If you plan to top rope routes here bring lots of webbing and slings, as many of the anchor trees are some distance from the cliff edges. Also, please use more than one tree for anchors. I have seen to many trees fall over in wind storms to think it a safe idea to only anchor off of one. One final note is that many of the routes are on the beach. This is the ocean and the tide comes in and out. So, please check the tide tables before going to the beach. Otherwise, you may not only be battling the routes, you may be battling waves, too!

Larrabee State Park Camping: -Almost one hundred sites

*as of Sept. 1997

-Fee camping with Hookups-\$16.00

Standard-\$11.00

Walk-In-\$ 7.00 (only 8 walk-in sites)

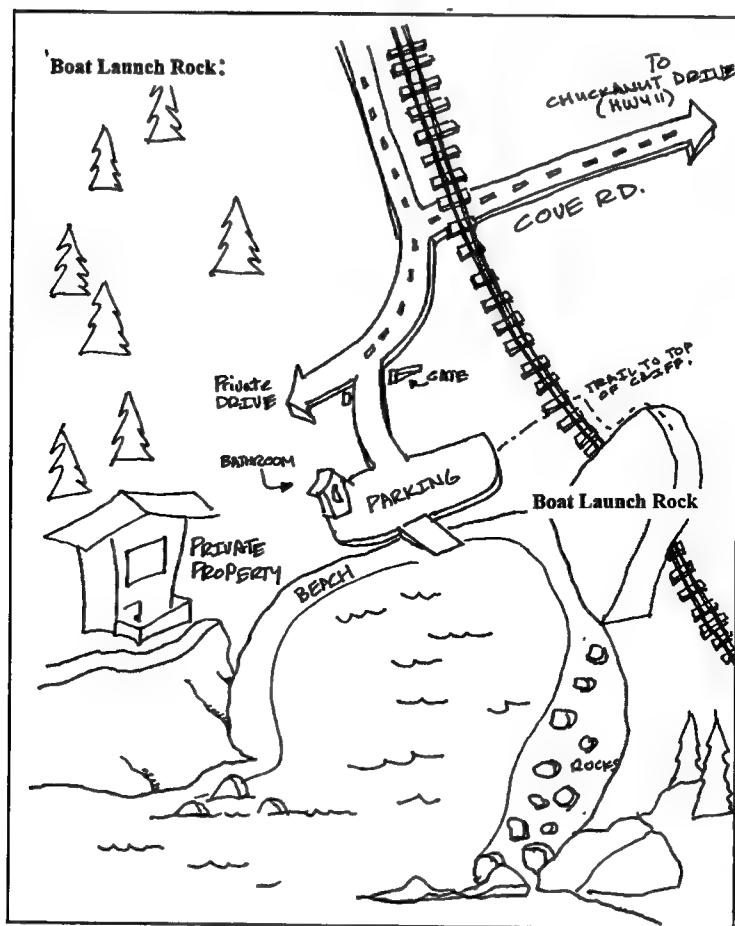
-there are some great sites but you may have to reserve to guarantee a site on weekends. This is a popular place to camp around Bellingham.



Larrabee State Park also offers water, bathrooms, picnic areas, and telephones.

How to get there: *From Bellingham and North of Bellingham:* From I-5, take the Old Fairhaven Parkway Exit at the south end of Bellingham. Travel west until you reach an intersection with 12th Street. Turn left. Follow this road as it travels south and turns into Chuckanut Drive. Travel about 5 miles to Larrabee State Park.

Larrabee State Park



Larrabee State Park

From south of Bellingham: From I-5, take Chuckanut Drive (Highway 11) Exit at the north end of Burlington. Follow Chuckanut Drive north for 20-25 minutes until Larrabee State Park is reached.

The routes are separated into four main areas:

1. Boat Launch Rock
2. North Larrabee Beach
3. South Larrabee Beach
4. The Railroad Tracks

Boat Launch Rock

How to get there: To reach Boat Launch Rock drive .5 miles north of Larrabee State Park day use area and campground, on Chuckanut Drive. Turn onto Cove Road. Follow Cove Road to railroad tracks and a "T" in the road. Turn left and follow signs to Larrabee State boat launch parking. The cliff is obvious.

From the end of the parking lot, a trail leads up the left side of the cliff to reach the top.

46. Variation Left 5.7 (4 bolts/ 100 feet)

F.A. Unknown

Somewhat dirty and sandy. Not climbed often.

47. Resistance Route ** 5.7 (4 bolts and natural pro/ 100 feet)

F.A. K. McBride and G. Mustoe (1971)

This route was originally led with pitons for protection. Now it has shiny bolts (with healthy run outs). A sandy route, yet, a classic because it sports Larrabee's longest route and one of Larrabee's only leads. Originally led with pitons...yikes!

48. Variation Low Right * 5.9 (5 bolts/ 100 feet)

F.A. Jeff Vernon

More slab climbing.

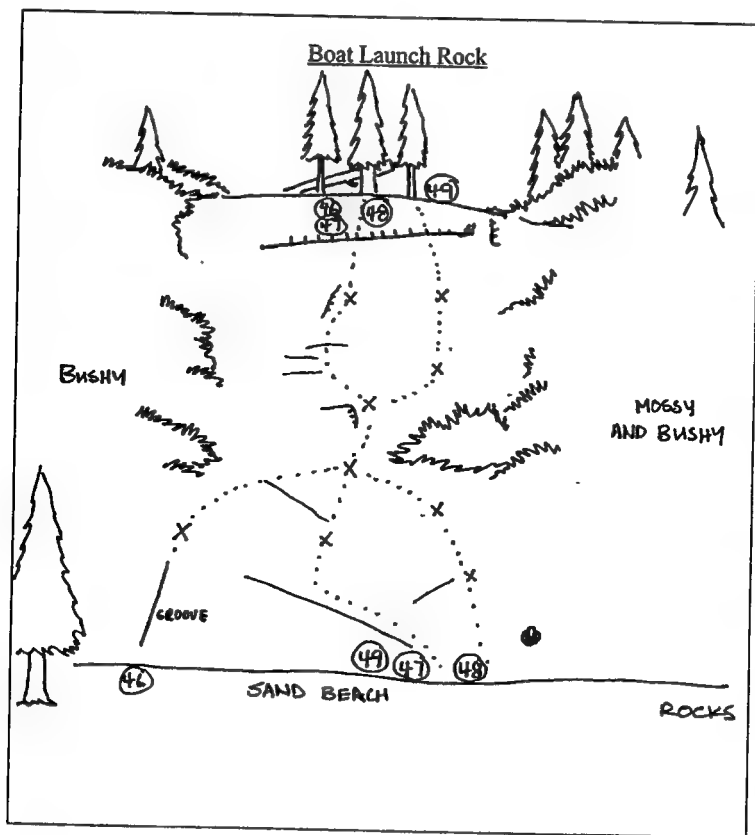
49. Variation High Right 5.9 (5 bolts/100 feet)

F.A. Unknown

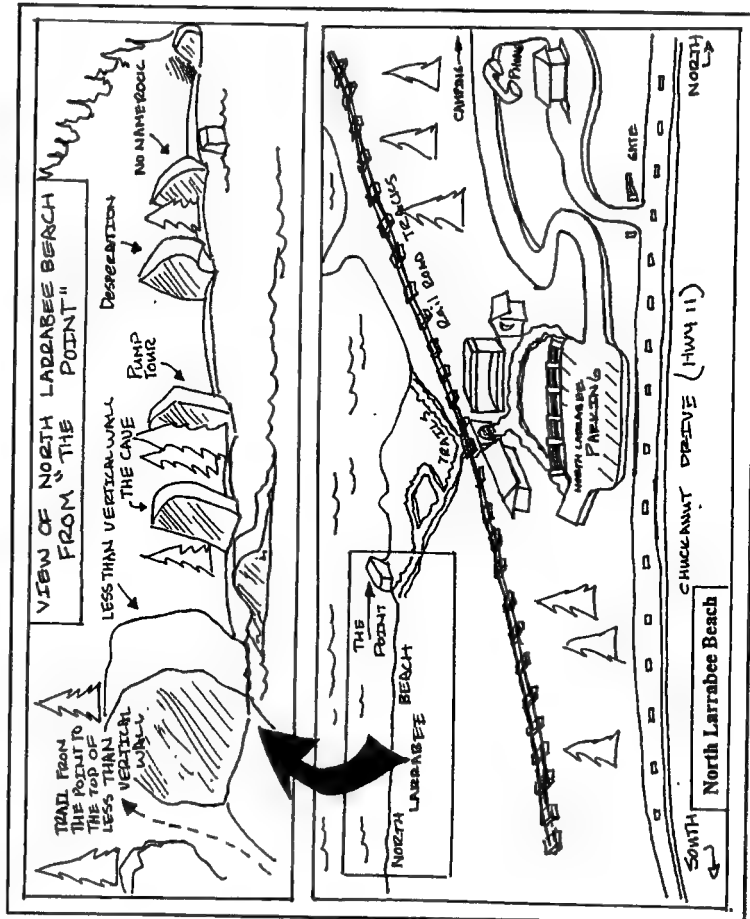
Sandy climbing on more of that wonderful low quality sandstone.

(Topo next page)

Larrabee State Park



Larrabee State Park



Larrabee State Park

North Larrabee Beach

How to get there: From the Larrabee State Park entrance (gates lock at dusk) travel to the beach access parking lot. From this parking lot follow path through the tunnel under the railroad tracks. At the bottom of the stairs take the left trail. Follow it as it stays left (two other short paths lead rightward) until the beach is reached. *all north beach approaches assume that it is low tide!

The Point

The moment you reach the beach from the trail that you are on, you will be at The Point. The Point is characterized by a 12 foot vertical south face with a flat summit (favored by lovebirds and sightseers). On busy weekends, it is often the case that you will need to ask other park users to momentarily remove themselves from your top outs.

50. The Point's Full Traverse*** V6 (boulder problem/30 foot traverse)
F.A. Greg Heffron
Start at an easy ramp on left. Traverse right with a horrendously thin crux trying to get to a large flat pocket. The rest is easy underclimbing and edges to a finish around the right side. Helps to have good gadget arms.
51. Undercling Problem*** 5.8 (boulder problem/12 feet)
F.A. Unknown
Start on undercling. Make long reach to good holds and easy top out.
52. Variation to 51** V1 (boulder problem/ 12 feet)
F.A. Unknown
Airy hand traverse of the lip after pulling to the good holds above the undercling on the Undercling problem. Don't fall high!
53. Flake Traverse*** 5.9 (boulder problem/12 feet)
F.A. Unknown
Start on underclings to right of Undercling Problem. Go up and left on surprisingly good finger edges to same finish as Undercling Problem.
54. Flake Traverse Variation** V2 (boulder problem/12 feet)
F.A. Unknown
Good climbing on sketchy-thin moves off the deck.
55. The Reach*** 5.9 (boulder problem/12 feet)
F.A. Unknown
It's a reach problem and it's oh-so fun.

Larrabee State Park

56. The Point Traverse** V0 (boulder problem/20 foot traverse)

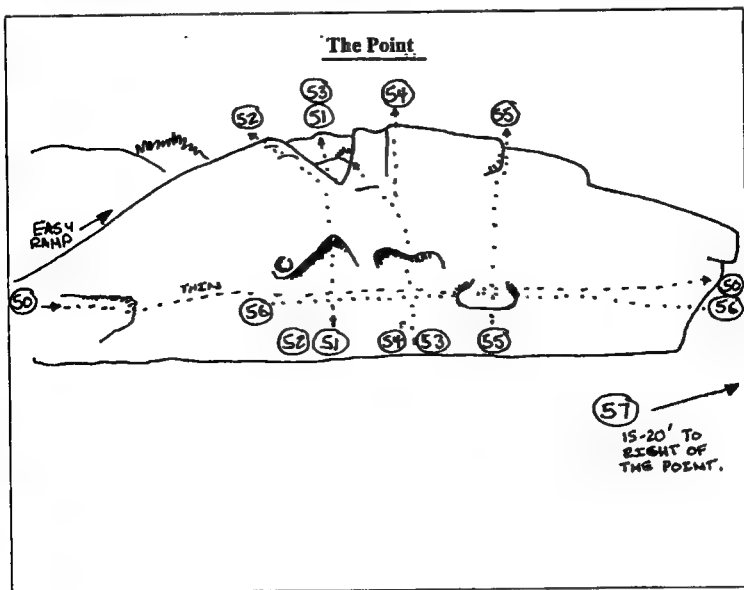
F.A. Unknown

Starts on the right side of the wall. Stay on the face and don't use the top of the wall. Climb leftward past underclings until the blank section is reached. Popular traverse.

57. Sit Down Problem*** V0 (boulder problem/15 foot traverse)

F.A. Unknown

This problem is about 15-20 feet to the right of the main The Point wall. Start as far left as you can traverse rightward along the overhanging blocky sandstone. Climb up and out of the right side of the overhang to finish. Another popular traverse.



Larrabee State Park

Less Than Vertical Wall

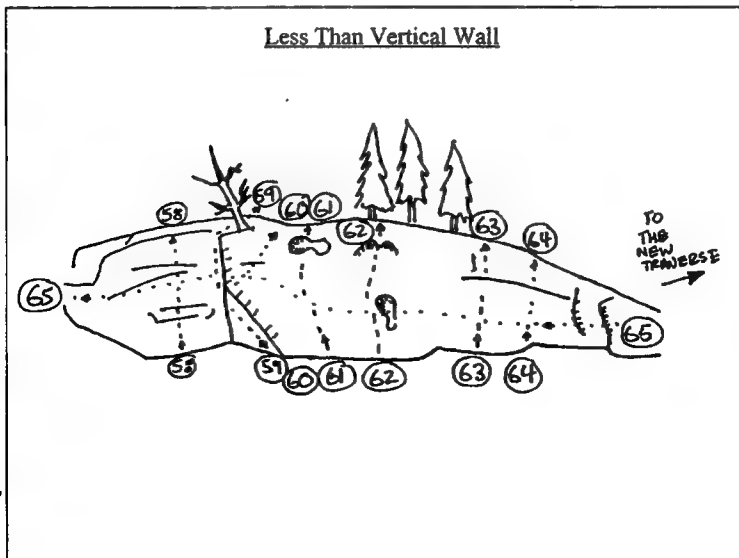
The Less Than Vertical Wall is about 75 feet south of The Point. This cliff is rather long and is split into three areas; the Less Than Vertical Wall, The New Traverse, and the Less Than Vertical Slab.

The first section reached is the **Less Than Vertical Wall**:

- 58. Classic Steep Face* 5.7 (boulder problem/12 feet)
F.A. Unknown
Short juggy vertical wall to the left of an obvious corner crack.
- 59. Layback Dihedral* V0 (boulder problem/12 feet)
F.A. Unknown
Layback the interesting dihedral. Sometimes wet.
- 60. Layback Dihedral Variation*** V1
F.A. Unknown
Layback half way up dihedral and then traverse right with increasing commitment to top out. Totally fun.
- 61. Face** 5.5 (boulder problem/15 feet)
F.A. Unknown
One of the more exciting 5.5 boulder problems you'll climb. Sandy holds.
- 62. Overhang** 5.9 (boulder problem/15 feet)
F.A. Unknown
Big holds on a steep wall. Cool.
- 63. Death Ray Boogie** V2 (boulder problem/12 feet)
F.A. Unknown
Don't pitch off the moves at the top!
- 64. Steep Face 5.8 (boulder problem/10 feet)
F.A. Unknown
A face climb just left of a faint corner/flake.
- 65. Less Than Vertical Wall Traverse*** V1 (boulder problem/50 foot traverse)
F.A. Unknown
Start on far right or far left of Less Than Vertical Wall. Traverse the wall. Killer traverse with exposure.

(topo next page)

Larrabee State Park



Just to the right of #65 you will see an overhanging traverse that is almost always chalked up. This section is **The New Traverse**:

66. The New Traverse*** V4 (boulder problem/70 foot traverse)

F.A. probably Greg Heffron and Craig Bruntl

Awesome traverse that will pump you out of your mind (unless you find the many no-hand rests).

Start in a cave on the right side of the traverse. Climb left, keeping your feet on the overhanging wall. Don't cheat and put your feet on the vertical wall below you for the first 25 feet of the traverse. Climb through a pod and more overhangs until a wild move around a corner onto a vertical face (get a spotter!). Keep traversing the face to a vertical crack. Ascend the crack to the top out. Crazy!

Larrabee State Park

67. The New Traverse Variation** V0 (boulder problem/20 feet)

F.A. Unknown

Start in the pod of The New Traverse and traverse left along rail of jugs. Climb all the way to the last jug as your pulling around the corner onto the vertical face and stop.

68. N.T. Right* V1 (boulder problem/15 feet)

F.A. Unknown

Go up past thin pocket and dirty but good holds.

69. N.T. Middle Right** 5.8 (boulder problem/12 feet)

F.A. Unknown

Rail up and right and then straight up again to top out. Actually kind of fun, but short.

70. N.T. Middle Left*** V4 (boulder problem/12 feet)

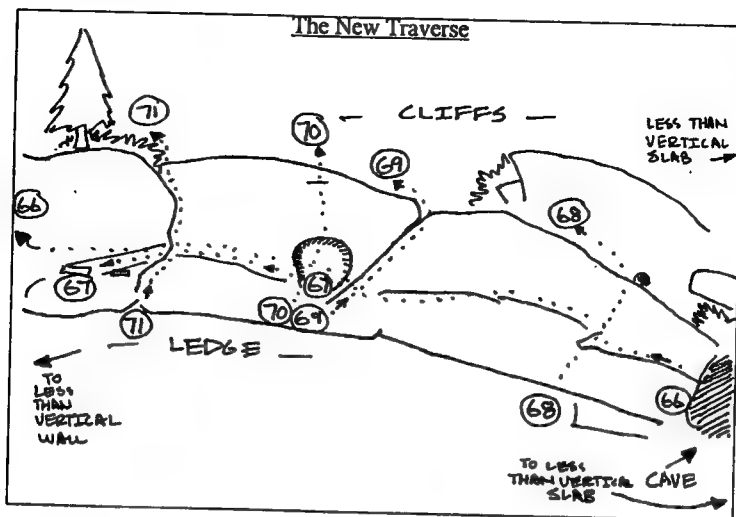
F.A. Unknown

Start in pod. Climb straight up! Sketchy landing.

71. N.T. Left* V0 (boulder problem/12 feet)

F.A. Unknown

Climb up over overhanging flake and to dirty finish. Don't fall.



Larrabee State Park

The final section of Less Than Vertical Wall is the obvious less than vertical slab directly to the right of The New Traverse. This 50 foot wall is a popular top roping area for beginning climbers and climbing courses. Ratings vary from 5.6 to 5.9 depending on where you climb on the wall. There is a trail to the top on the right side of the slab. This final section of Less Than Vertical Wall is called **Less Than Vertical Slab**. (no topo)

The Cave

This crag is about 150 feet south of Less Than Vertical Slab. It is identified by a large shallow cave on it's south face. The obvious crack/flare at the left of the cave is 5.8 (the first 15 feet is good and then it's dirty). The short and sandy hand crack in the roof has been clean aided at A1 and may have been free climbed (I'm not sure why).

This cliff is rarely climbed because of poor quality sandstone and a dirty upper face.
(no topo)

Pump Tour

Pump Tour is located 100 feet south of The Cave. Somewhat hidden by a couple of trees.

72. Grey and White** 5.6 (top rope/35 feet)

F.A. Unknown

Good rock and clean face climbing characterize this route up a grey and white face. The routes only drawback is the dirty rock near the top.

73. Pump Tour (a.k.a. Moonwalk Traverse)*** V1 (boulder problem/18' traverse)

F.A. Unknown

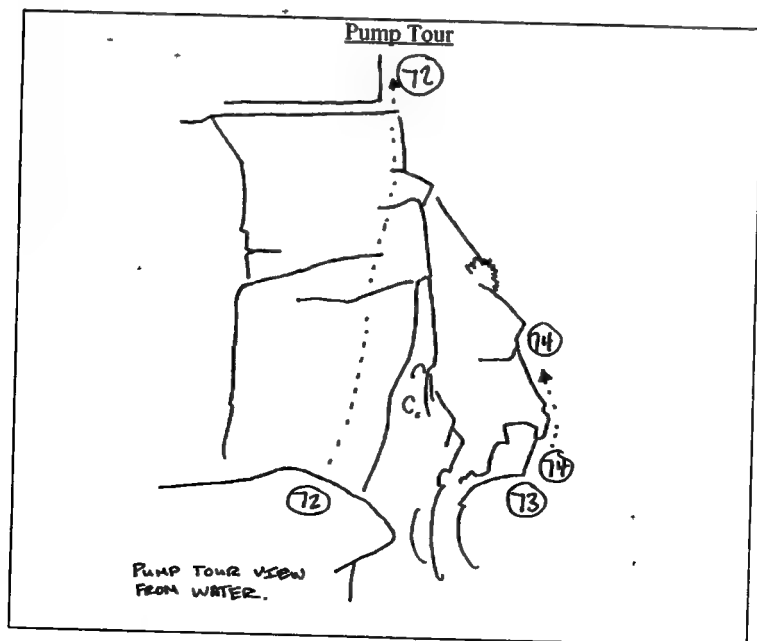
Up side down fun. Start as scrunched down on the right as you can and climb up side down along jugs for 18 feet until onto vertical face holds.

74. Pump Tour Lip** V2 (boulder problem/12 feet)

F.A. maybe Jeff Vernon

Start on jugs half way across Pump Tour. Pull into reachy finger pocket and exit over the top.
(topo, on next page)

Larrabee State Park



Desperation (i.e. Meditation Rock)

Desperation is located 150 feet south of Pump Tour and is one of the most popular cliffs in the park. To access top for top roping, there is a steep trail directly to the right of the cliff.

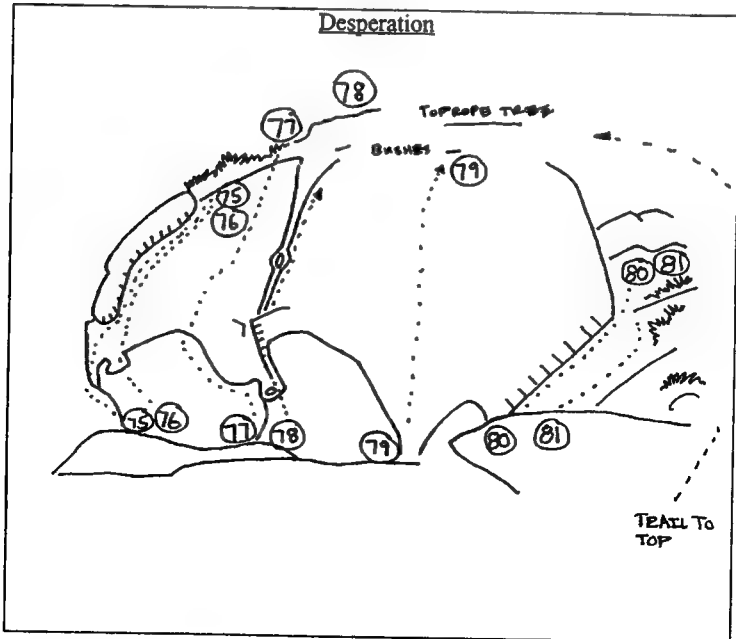
Larrabee State Park

75. Desperation Face** 5.10a (top rope/25 feet)
F.A. Unknown
Climb vertical face left of scalloped overhangs. Holds are better than they seem. Finish on 5.8
Lay back finger crack.
76. Desperation Overhang Left** 5.11- (top rope/25 feet)
F.A. Unknown
Grab undercling fin and climb straight up to 5.8 lay back crack for Desperation Face. Hard.
77. Desperation Overhang Right** 5.10d (top rope/30 feet)
F.A. Unknown
Sandy start with great moves to pull the lip on surprisingly good holds.
78. Desperation Crack*** 5.10b (top rope or natural pro/30 feet)
F.A. Unknown
The wall's classic. Totally cool crack climbing through a bulge. Somewhat dirty crack above.
79. Desperation Face Right** 5.12d (top rope/30 feet)
F.A. Greg Heffron
Can you say "small holds"...I knew you could. This route is hard "muff said".
80. Layback of Dihedral* 5.5 (top rope/30 feet)
F.A. Unknown
Lay back the obvious wide crack dihedral.
81. Variation to Dihedral 5.8 (top rope/30 feet)
F.A. Unknown
Not so good.

(topo on next page)

Directly to the right of Desperation is the Around the World boulder with one boulder problem on it. Start in a pod on the right side of this wildly overhanging boulder. Climb up side down for about 25 feet around the lip to a pocket at the extreme other end. This route is Around the World*** V4 when clean. The route tends to be sandy.

Larrabee State Park



No Name Rock

No Name Rock is about 300 feet south of Desperation and is one of the least traveled cliffs at Larrabee State Park despite the fact that the routes are quite interesting and on good rock. There is a steep trail to the right of the cliff to access the top for top roping. If this trail is too steep, use the trail next to Desperation.

Larrabee State Park

82. No Name Left* 5.8 (top rope/35 feet)

F.A. Unknown

Climb up left of overhang and up bushy ramp to exit face moves.

83. No Name Overhang 5.10 (top rope/35 feet)

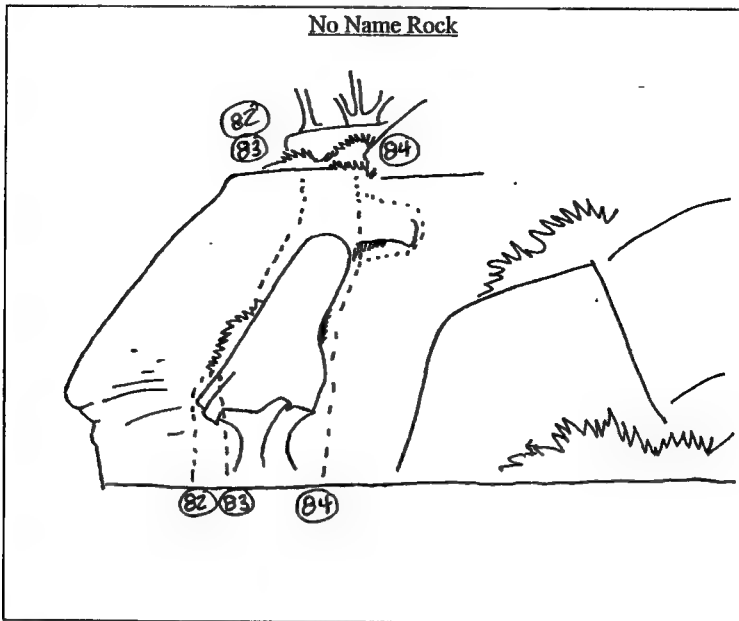
F.A. Unknown

Sandy and chossy start. Fun pulling over the lip to join No Name Left.

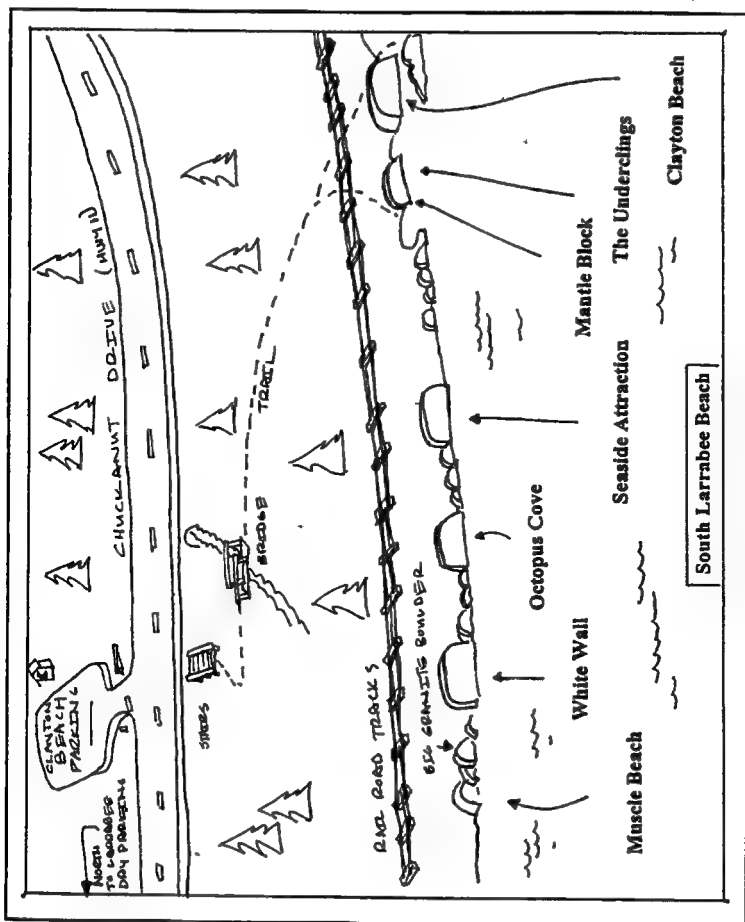
84. No Name Right* 5.7 (top rope/35 feet)

F.A. Unknown

Climb directly up corners and face to the right of overhang. Fun and clean finishing moves.



Larrabee State Park



Larrabee State Park

South Larrabee Beach

To Get There: From the Larrabee State Park day use area and campground, travel .5 miles south on Chuckanut Drive until Clayton Beach Parking is found on the east side of the road. Park Here. Cross Chuckanut Drive and follow metal stairs down to a trail. Go left and follow this trail for ¼ mile until railroad tracks are found. Cross tracks and follow left hand trail down to Clayton Beach. *all descriptions of south Larrabee beach are for low tide approaches! Important: Clayton Beach closes at dusk.

Clayton Beach

Clayton Beach is probably the best place to boulder in the whole park. One reason is because of the nice sandy landings (very unique for Larrabee State Park). Another reason is that the rock is steep and there are lots of holds, creating a lot of different problems of all difficulties. The final reason Clayton Beach is probably the best place to boulder in the park is because you usually end up snoozing on the sandy beach after a hard day of bouldering, oh-yeah!

The Block:

85. The Block** V3 (boulder problem/20 foot traverse)

F.A. Unknown

Start on far right side on good holds. Hand traverse the top all the way to the far left side where you can step off. Powerful and pumpy.

86. The Block Low Traverse** V6 (boulder problem/20 foot traverse)

F.A. Greg Heffron and Craig Bruntl

Start as for The Block. Don't hand traverse the top. Stay down on face holds all the way to the end.

87. Around the Block** V2 (boulder problem/8 feet)

F.A. Unknown

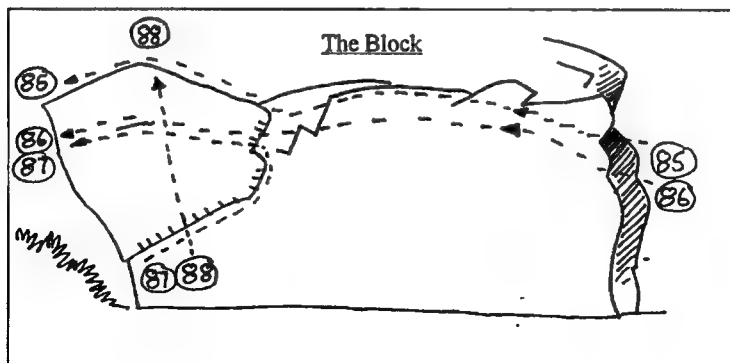
Start in left part of undercling flake. Undercling out right to side pulls and then stab straight left to face holds and around corner to finish. Don't use the top of the block.

88. Up the Block** V1 (boulder problem/8 feet)

F.A. Unknown

Start in undercling flake. Fire to edges and to top. Mantle.

Larrabee State Park



The Fire Pit:

89. The Fire Pit Traverse** V0 (boulder problem/45 foot traverse)
F.A. Unknown
Start on boulder on right side of wall. Traverse leftward through overhanging walls to an 8 foot high open book corner.
90. The Fire Pit Right* V2 (boulder problem/10 feet)
F.A. Unknown
Sit down start on good pocket. Dyno to good holds and climb straight up to finish.
91. The Fire Pit Climb Left** V3 (boulder problem/12 feet)
F.A. Unknown
Start the same as The Fire Pit Right except traverse low and left along seam to good holds and exit up.
92. Up From The Pit* V0 (boulder problem/10 feet)
F.A. Unknown
Sit down start in the left side of the Fire Pit. Work your way up side pulls to a straight up exit.

Larrabee State Park

93. Out of the Pit*** V3 (boulder problem/10 feet)

F.A. Unknown

A lay down start at the same starting place as the start of Up From the Pit. Try to keep your back off the ground as you traverse around, up, and over the block to the left of the fire pit. Great consistent climbing.

94. Out of the Pit Top Half*** V2 (boulder problem/8 feet)

F.A. Unknown

Sit down start where Out of the Pit starts going up. Go straight up and over block. Rad moves.

95. Up and Over* 5.5 (boulder problem/12 feet)

F.A. Unknown

Climb up and over the overhang on plenty big holds.

96. Corner* 5.2 (boulder problem/10 feet)

F.A. Unknown

Easy, clean, and short stem problem.

97. First Overhang*** V0 (boulder problem/12 foot traverse)

F.A. Unknown

Bold finger traverse on hold that will surprise you. Great rock and even better climbing. Start just left of Corner on small face holds. Climb up and left and then lay back the left side of the wall back down to the ground.

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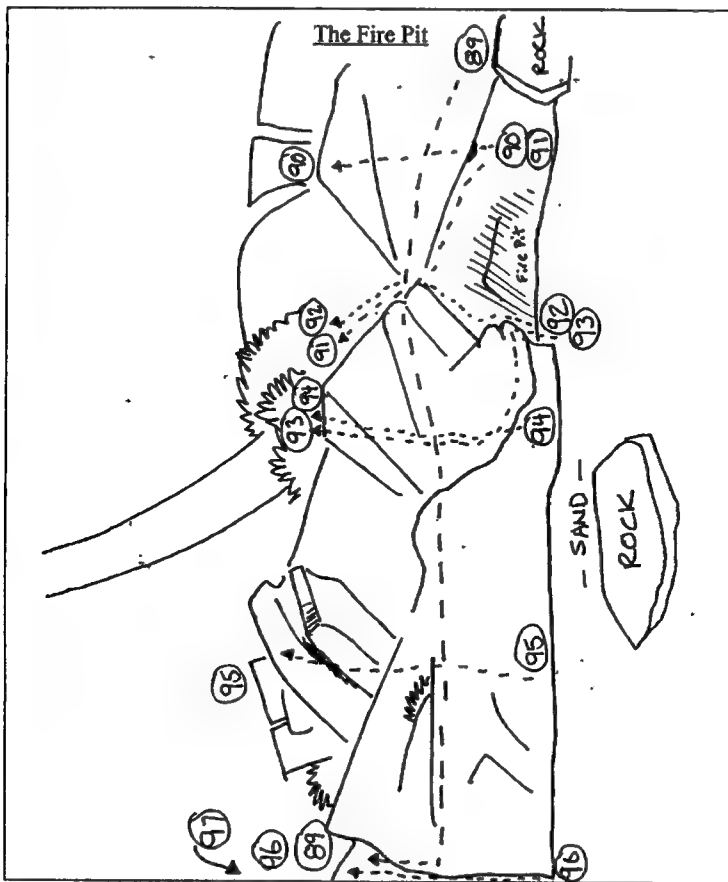
The Underclings: Located about 100 feet north of First overhang, just past a small sandy cove. This area is characterized by several aretes and overhanging undercling problems of varying difficulties. There are some good problems on this wall if your creative.

(no topo)

Mantle Block: Located another 60 feet north of The Underclings, The Mantle Block is characterized by a short, flat topped rock outcrop with several mantle routes of varying difficulties. Traversing the Mantle Block is fun at 5.8 and at the left end of the Mantle Block is a rising, left to right hand traverse named Nautilus* V0.

(no topo)

Larrabee State Park



Larrabee State Park

Seaside Attraction

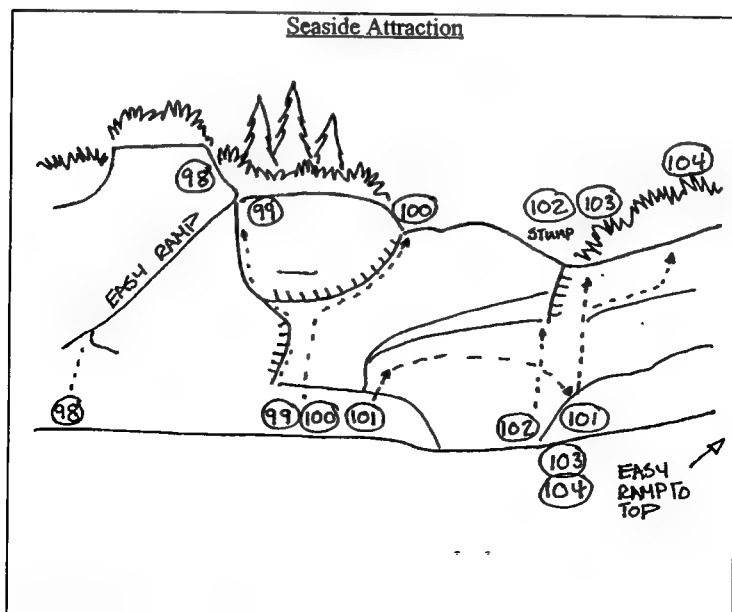
Seaside Attraction is located about 250 feet north of The Underclings and Mantle Block and about 350 feet north of The Fire Pit. Low tides are mandatory to climb at Seaside Attraction. Seaside Attraction has sand landings.

98. Seaside North* 5.7 (boulder problem/20 feet)
F.A. Unknown
Climb up to an easy foot ramp. Climb back down route to get down.
99. Seaside Attraction*** V2 (boulder problem/20 feet)
F.A. Unknown
Climb up through barnacles. Hand traverse out left of roof. Pull with difficulty over roof to easy finger crack. You can fall from way up on this problem and still be safe. The sand is your friend.
100. Seaside Crack* 5.9 (boulder problem/15 feet)
F.A. Unknown
Hand traverse rightward under roof.
101. Seaside Traverse** 5.7 (boulder problem/20 foot traverse)
F.A. Unknown
A great traverse. Climb right or left, it's just as fun.
102. Dolphin Dihedral 5.4 (boulder problem/20 feet)
F.A. Unknown
Dirty dihedral.
103. Seaside Left 5.8 (boulder problem/20 feet)
F.A. Unknown
Weird route. Climb it at your own risk.
104. Seaside Right 5.9 (boulder problem/20 feet)
F.A. Unknown
More scary climbing through loose overhanging blocks.

(topo on next page)

A grassy, vertical wall to the right of Dolphin Dihedral provides some good bouldering in dry summers.

Larrabee State Park

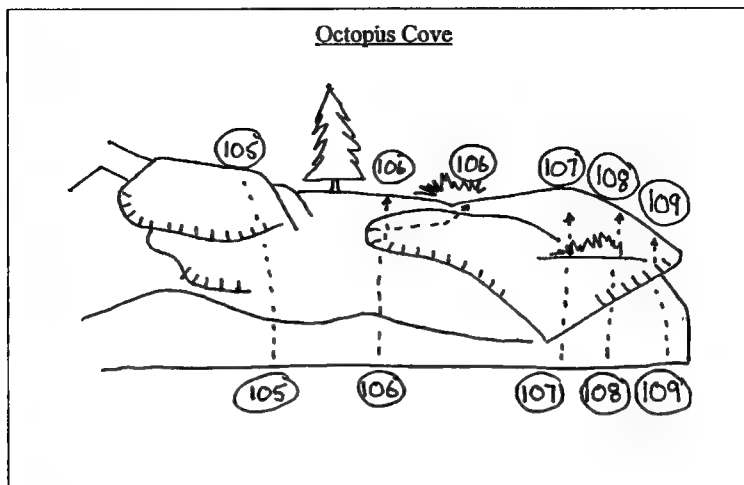


Octopus Cove

Octopus Cove is an overhanging, 12 foot high wall located in a narrow cove about 75 feet north of Seaside Attraction. The routes face south west. Octopus Cove needs low tides for climbing.

Larrabee State Park

105. Charlie Don't Surf* V0 (boulder problem/12 feet)
 F.A. Unknown
 Climb a leaning grove on fingery holds. Exciting to the top. Sandy.
106. Octopus Hand Traverse** V1 (boulder problem/12 feet)
 F.A. Unknown
 Steep on good holds. Somewhat sandy. Best route on the cliff.
107. Octopus Left* V0 (boulder problem/12 feet)
 F.A. Unknown
 Also steep with better holds. Still sandy.
108. Octopus Right* 5.9 (boulder problem/12 feet)
 F.A. Unknown
 Sandy.
109. The Prow* V0 (boulder problem/12 feet)
 F.A. Unknown
 Short and hard at the top. Don't fall off the top. More sand.



Larrabee State Park

White Wall

The White Wall is located 100 feet north of Octopus Cove and is contains high quality sandstone over a nice sandy beach. This wall needs a low tide for climbing.

110. White Right** 5.8 (boulder problem/15 feet)

F.A. Unknown

Short lay back problem at right side of cliff. Down climb the route to get off.

111. Dynalock Right** V3 (boulder problem/15 feet)

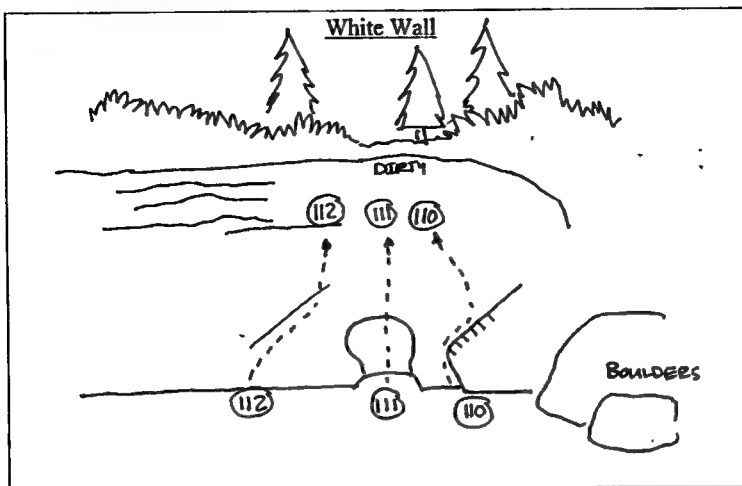
F.A. Unknown

Climb straight over shallow overhanging scoop onto small edges. Finish on jugs and down climb White Right or Dynalock Left. Nice moves on beautiful sandstone.

112. Dynalock Left** 5.7 (boulder problem/ 15 feet)

F.A. Unknown

10 feet left of Dynalock Right. Hand traverse right on medium holds then climb up on big holds. Down climb same route.

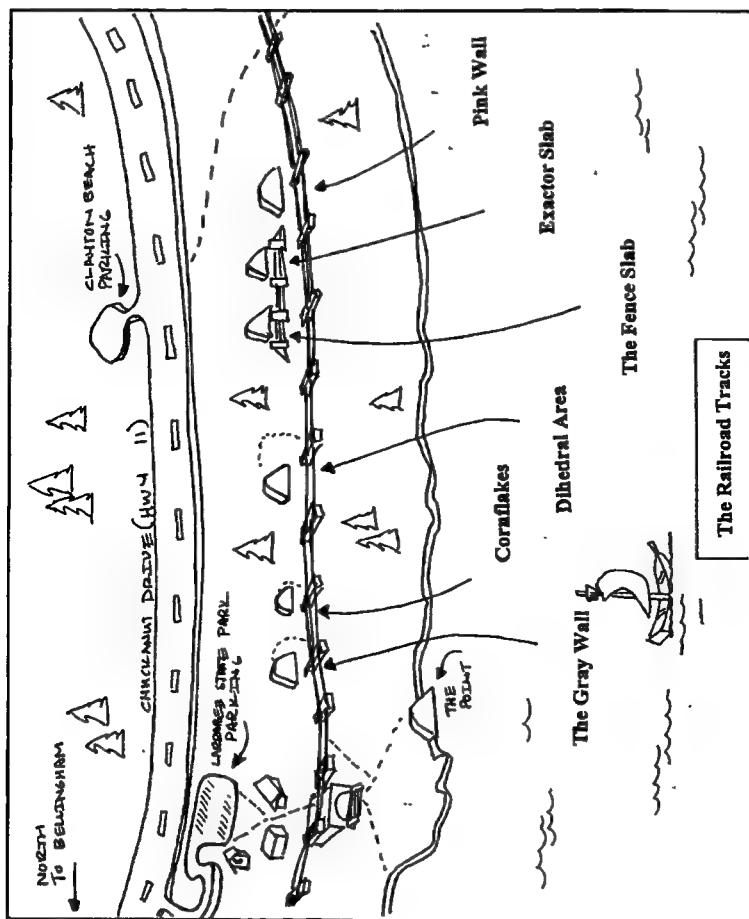


Larrabee State Park

Muscle Beach

Muscle Beach is a giant pile of boulders about 125 feet north of the White wall. The only route to note is a feature called The Fang** V2. It is located just north of a car sized granite boulder and it looks like a 10 foot fang. To climb The Fang, climb directly over the undercling "fang" and mantle over the top.

Larrabee State Park



Larrabee State Park

The Railroad Tracks

How to get there: From Larrabee State Park entrance (gate locks at dusk) travel to the beach access parking lot. From this parking lot, follow path through the tunnel under the railroad tracks. At the bottom of the stairs, take the left trail. Follow it for a short distance. You will see a couple of small paths leading left and up to the railroad tracks. Follow one of these paths for 100 feet to railroad tracks.

Important: While on railroad tracks, use caution and good judgement.

Do not leave items on the tracks.

Do not anchor yourself to the tracks.

Do not hang around on the tracks (stay off to the side).

***the train companies that travel these tracks are gracious to let climbers climb here. Don't be the one to ruin it for the rest of us.

The Gray Wall

The Gray Wall is located 200 feet south from where the path joins the railroad tracks. This southwest facing wall is characterized by it's horizontal and slanted cracks and by a small roof at it's left side. The many cracks and hold lend this cliff to much top roping for beginners, intermediates, and courses. There is also some good boulder problems on left hand small roof and traverses along the base of the wall. The key to this wall is to climb where you want to climb, finding just about anything from 5.6 to 5.10. The 40 foot Gray Wall can be top roped by hiking up a trail about 50 feet to the right of the cliff. (no topo)

Cornflakes

Cornflakes is located 150 feet south of The Gray Wall and offers a southwest facing vertical wall. The wall is only about 20 feet tall but the small holds make up for it, creating some thin, vertical, face climbing. To top rope, pull on roots and branches to get up a very steep trail directly to the right of the cliff.

Larrabee State Park

113. Nothing But Net 5.9 (top rope/20 feet)

F.A. Unknown

Climb weakness up easiest part of wall. Probably easier than 5.9.

114. Flake City* 5.11a (top rope/20 feet)

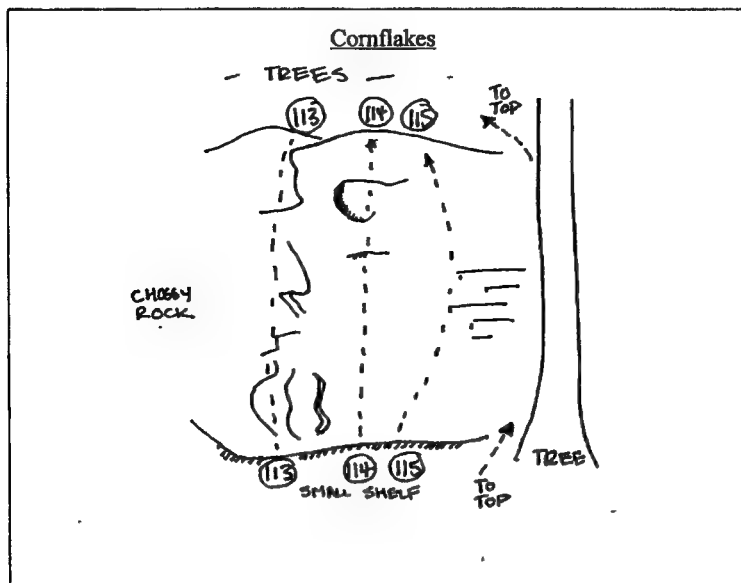
F.A. Unknown

Climb directly up blankest part of wall. Actually a good route. A little friable up high.

115. Flake City Right 5.10a (top rope/20 feet)

F.A. Unknown

Climb through good holds directly to the right of Flake City.



Larrabee State Park

Dihedral Area

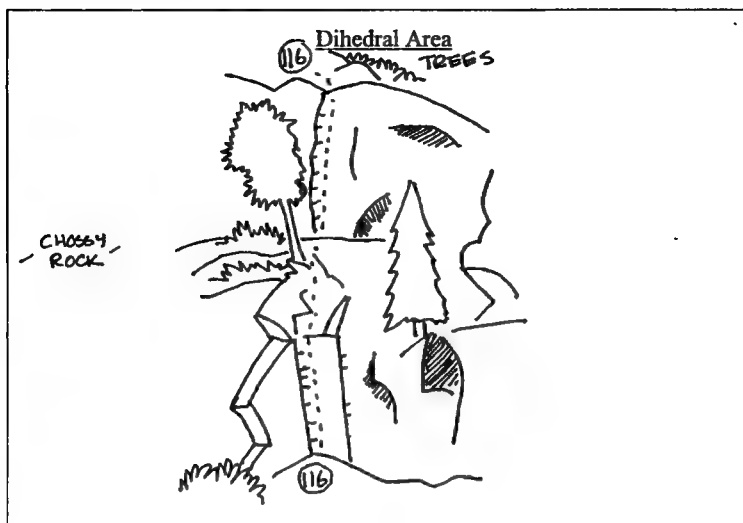
The Dihedral Area is about 450 feet south of Cornflakes and offers one of the few leads in the park. This 60 foot wall is characterized by an open book hand crack that leads to a tree and finger seam above. To get to the top of the cliff, follow poor trail to right of the cliff.

116. Railroad Dihedral * 5.10a (natural pro/60 feet)

F.A. Unknown

Bring medium cams and small stoppers. Good handcrack ends to soon on a dirty ledge. Balancy finger seam above.

There are other routes that have been climbed to the right of Railroad dihedral. I don't have any information on them so I left them out but they seem to range from 5.8 to 5.10-.



Larrabee State Park

The Fence Slab

The Fence Slab is located 600 feet south of the Dihedral area behind a wire fence. The wall is characterized by a moderate slab with an 6 foot overhanging dihedral. The Fence Slab Dihedral can be climbed with a sit down start at V1 and a full traverse of the slab and the wall right up to the edge of the Dihedral can be climbed at 5.9(The Fence Slab Traverse). (no topo)

Exactor Slab

The Exactor Slab is located 150 feet south of The Fence Slab, yet still behind the wire fence. This pink/gray slab is obvious because of it's striking "lightning bolt" shaped crack. The Exactor Slap offers some of the best bouldering in the park and everything is hard. It's slab climbing for heaven sake!

117. Exactor Overhang 5.9 (top rope/ 20 feet)

F.A. Unknown

Climb up easy crack until it joins overhanging wall. Climb over bulge and slab climb to top.

118. Exactor Crack** 5.5 (boulder problem/15 feet)

F.A. Unknown

Climb up obvious crack. Finish on delicate finger tip moves. Easier than they look.

119. Layback of Center Dihedral*** V1 (boulder problem/15 feet)

F.A. Unknown

Good clean rock. Climb over small overlaps with difficulty.

120. Exactor Dihedral/Face*** V0 (boulder problem/12 feet)

F.A. Unknown

Climb directly up right hand face using dihedral on left and teeny weeny holds on face.

121. Exactor Slab Route*** V2 (boulder problem/12 feet)

F.A. Unknown

Climb the amazingly smooth right hand face without the training wheel dihedral on the left.

When and if you reach the top of this problem, you will wonder how it was humanly possible.

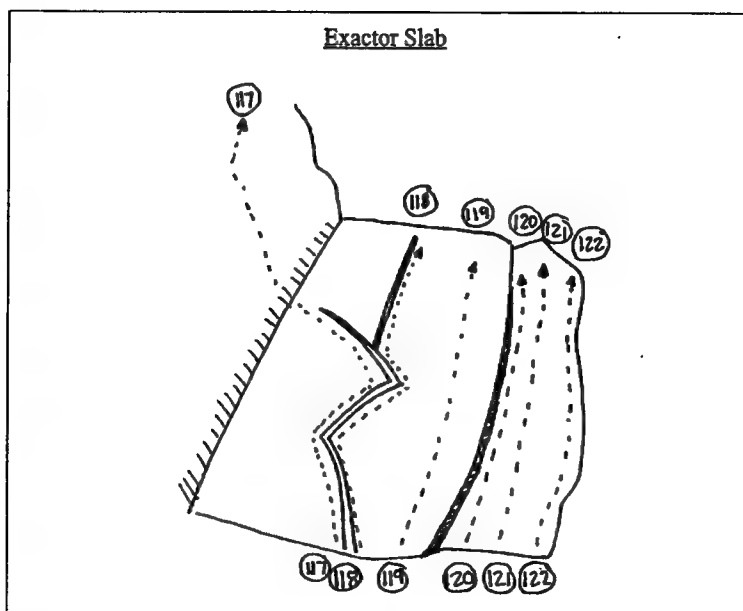
122. Right Edge Layback*** 5.8 (boulder problem/12 feet)

F.A. Unknown

Layback the obvious edge that you wanted to grab on the Exactor Slab Route. Killer problem.

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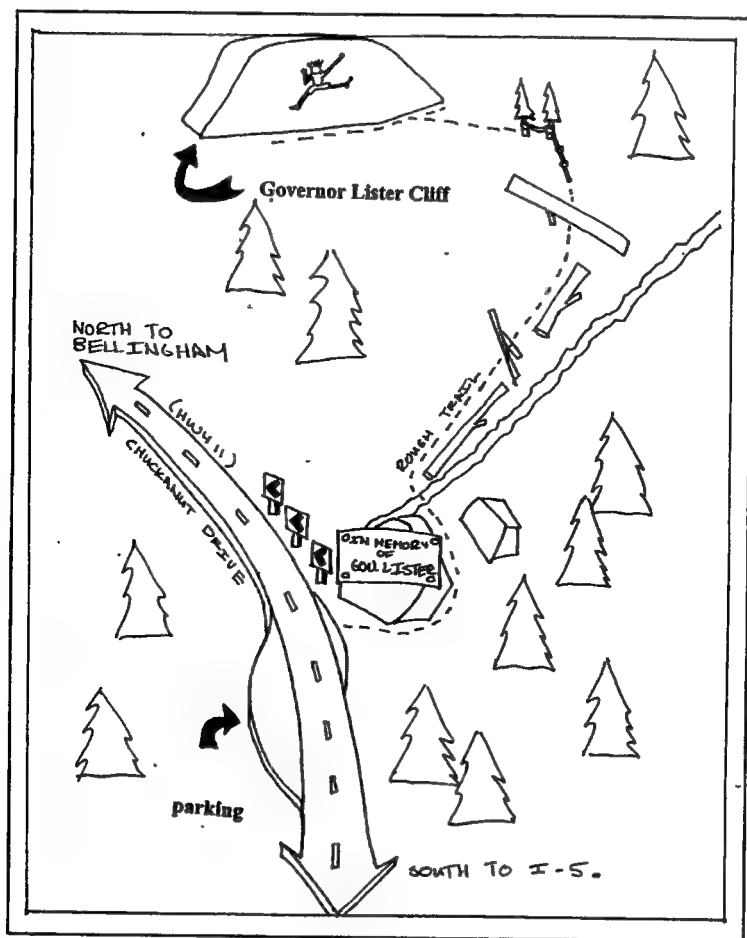
Larrabee State Park



Pink Wall

The Pink Wall is found 150 feet south of the Exactor Slab. This wall is a great traversing wall The Pink Wall Traverse goes at 5.9 and is stellar. Another good problem is a V0 mantle above edges at the left end of the wall (Pink Wall Mantle). (no topo)

Governor Lister Cliff





Governor Lister Cliff

Governor Lister Cliff (a.k.a. Julia's Outcrop) is a newly developed sandstone cliff south of Larrabee State Park, along Chuckanut Drive. The cliff offers overhangs, vertical walls, and slabs on varying quality Chuckanut Sandstone. Although the rock is suspect, traffic has made many routes quite solid and there are routes here that are totally worth the visit. The most amazing thing about this cliff is that it was developed in the mid 90's, in "the age of the power drill," and all the bolts were installed with a hand drill! So, if you complain about a little runout between bolts or you are angry about having to fish a piece of protection into a sketchy crack; remember why he didn't place more bolts. All the routes are plenty well protected anyway, so don't worry. I was just trying to scare you.

How to get there: *From Bellingham and North of Bellingham:* From I-5, take the Old Fairhaven Parkway Exit at the south end of Bellingham. Travel west until you reach an intersection with 12th Street. Turn left. Follow this road as it travels south and turns into Chuckanut Drive. Travel past Larrabee State Park. Keep driving along Chuckanut Drive until .2 miles past mile marker 12. Park on the right side of the road in a large parking area.

From South of Bellingham: From I-5, take Chuckanut Drive (Hwy 11) Exit at the north end of Burlington. Follow Chuckanut Drive north, looking for the Oyster Creek Inn and the Taylor Shelfish Farm. When you get to the Oyster Creek Inn, keep driving .9 miles and park on the left side of the highway in a large parking area.

Now that your car is parked... Cross the road and head up a trail that will take you on top of a boulder with the writing, "In Memory of Governor Lister" on it. Cross creek bed and follow left side of creek up hill. You will follow the left side of a fallen mossy log for a while and climb over a log. Then you will continue up hill following the left side of another fallen mossy log until you walk under an obvious large fallen tree. Hand over hand your way up a short fixed rope (the trail is fragile and slick here). Follow flat trail to cliff.

Lister Cliff Right

123. Crystal Ship* 5.8 (3 bolts/ 30 feet)

F.F.A. Mathias Holladay

Fun steep climbing on good holds to start. Awkward and dirty finish.

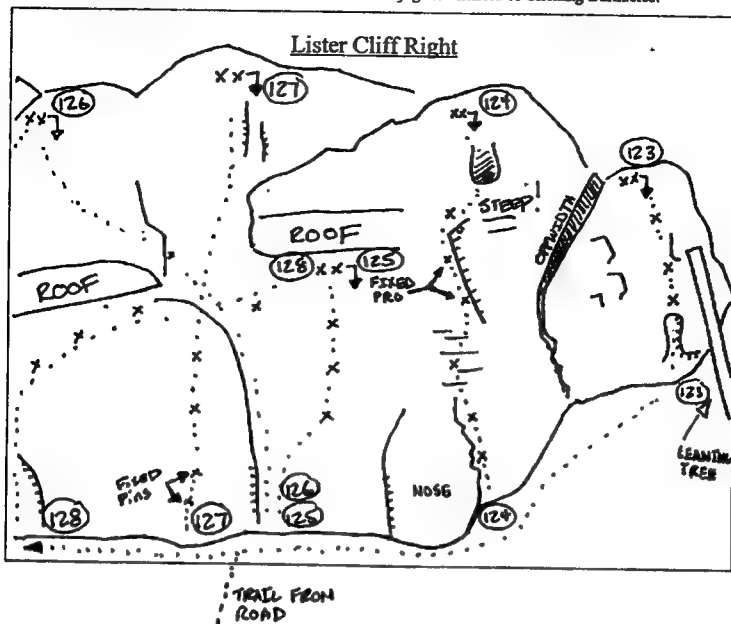
124. Smoke on the Water** 5.11c/d (bolts and fixed pro/60 feet)

F.F.A. Mathias Holladay

Despite the choss, this route is so steep it has to be classic. Totally wild.

Governor Lister Cliff

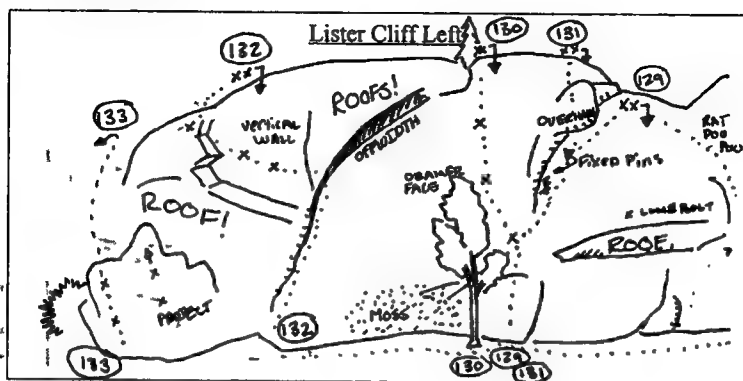
125. Clicking Barnacles *** 5.9 (3 bolts/30 feet)
 F.F.A. Mathias Holladay
 Climbs over bubbly rock and finishes on huge holds. An instant classic of the cliff. Stays dry year round.
126. Rat Poo Poo* 5.7 (bolts/ 60 feet)
 F.F.A. Mathias Holladay
 A moderate traversing excursion. Starts with Clicking Barnacles and ends on Grog Supply. Fun.
127. Pale Young Eels* 5.9 (bolts/ 60 feet)
 F.F.A. Mathias Holladay
 Climb straight up past two fixed pitons. Then climb straight to top of wall. Good rock.
128. Julia the Viking Queen** 5.9 (4 bolts/ 40 feet)
 F.F.A. Mathias Holladay
 Start under big roof with a thin flake. Then rail on jugs to anchors of Clicking Barnacles.



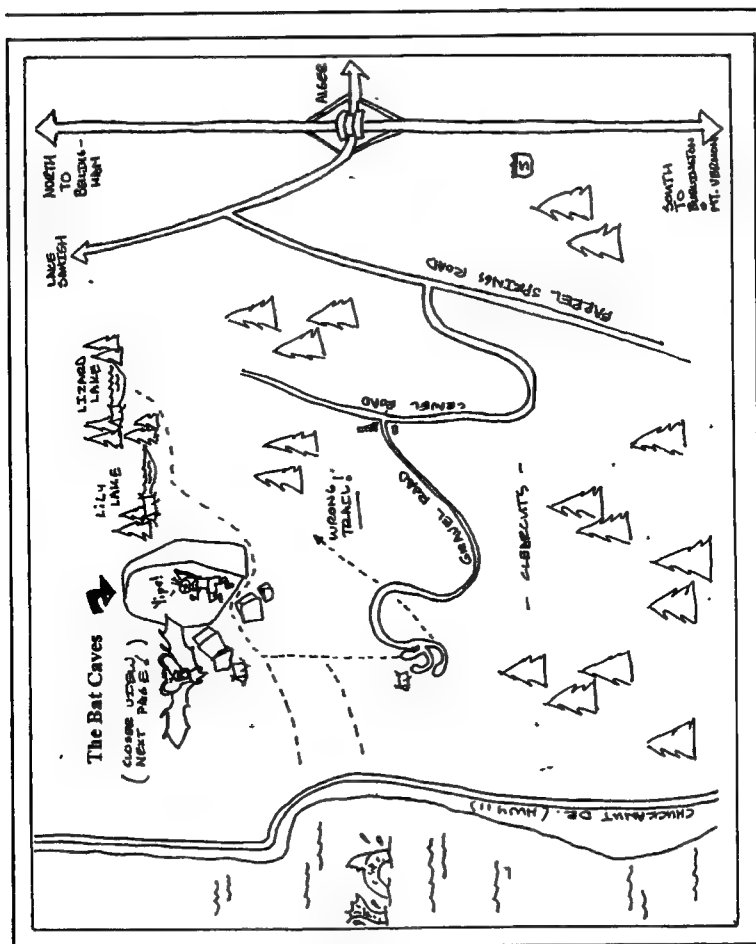
Governor Lister Cliff

Lister Cliff Left

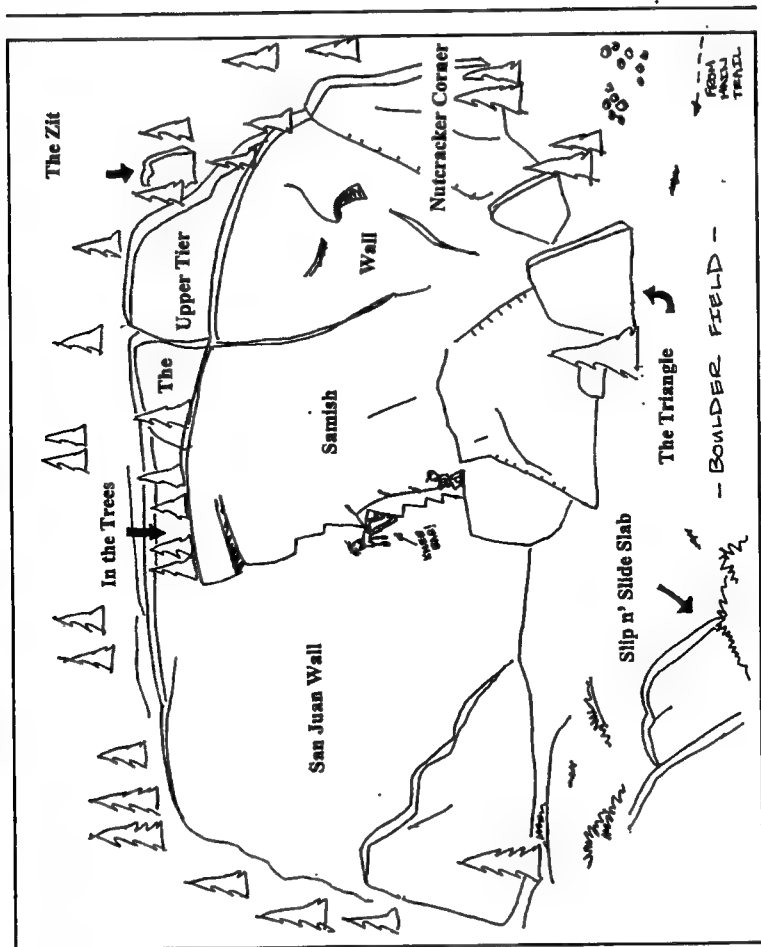
129. Grog Supply* 5.8 (bolts and natural pro/70 feet)
F.F.A. Mathias Holladay
Right of mossy slab climb tree or boulder start to a bolt below an orange face. At the first bolt climb up and right into right facing dihedral to anchors. Some friable holds and reachy clips, but good positioning.
130. Saffron Spider 5.9 (bolts and natural pro/60 feet)
F.F.A. Mathias Holladay
Start as for Grog Supply and head straight up orange wall. Beautiful route but very friable rock.
131. Our Typhoon Rhythm* 5.9 (bolts and natural pro/60 feet)
F.F.A. Mathias Holladay
Climb Grog Supply until level or just below right slanting diagonal shallow cracks. These cracks lead to a stance below a bulge, move right over bulge and up.
132. Spawning Effort** 5.10c (bolts and natural pro/50 feet)
F.F.A. Mathias Holladay
Up chossy corner. Stem out left onto vertical face over roof and clip bolt. Crazy climbing past two more bolts lead to anchors on top of the wall. Bad rock but lots of fun.
133. Pink Medusa* 5.6 (bolts and natural pro/35 feet)
F.F.A. Mathias Holladay
Climb wall to the left of Spawning Effort.



The Bat Caves



The Bat Caves





THE BAT CAVES

Situated on Blanchard Hill, The Bat Caves were named because of a giant boulder field (next to a cliff) that houses a rare breed of bat. The Bat Caves are also home to many outdoor enthusiasts. Rock climbing, mountain biking, hiking, and caving are a few of the activities available. Many visitors love The Bat Caves because of the breathtaking views of the San Juan Islands, Olympic Mountains, Cascades, Skagit Valley, and on extra clear days...Mt. Rainier.

The rock at The Bat Caves consists of metasedimentary rock. Although the rock is harder than the Chuckanut Sandstone near it, The Bat Caves rock can be just as friable. Thus, caution should be shown while climbing here and a helmet is a good idea. Like the other friable cliffs around Bellingham, the routes here have improved with traffic and the majority of the routes are quite solid now creating some fantastic climbing with great exposure.

The majority of the climbs are just less than vertical to slightly overhanging sport routes with ratings from 5.4 to 5.12c. Most routes are less than half a rope length except for a couple 2 pitch lines. One being a crack and the other a sport route. With easy top roping setups, this area isn't quite as intimidating as Mt. Baker Rock or Lister Cliff. So, even beginners can get on the fun routes here without having someone who can lead with them.

Camping: Camping is available for free on Blanchard Hill. There are three places that are best to camp on Blanchard Hill:

1. At the parking area. Watch out for beer gulping highschoolers, they are usually friendly but very loud. No fires allowed at the parking area.
2. In the trees at the Bat Caves. Usually no running water. Bring lots of water and a purifier. Only one or two sites.
3. Camp Sites at Lilly and Lizard Lake. Follow main trail and signs for 1 mile past the Bat Caves. Lilly Lake is the first lake found and probably the best. A toilet, campsites, and grills are found here but no running water. Treat the lake water if you drink it.



The Bat Caves

How to Get There: From I-5, take Alger Exit (#240). Travel west .4 miles until Barrel Springs Road is reached. Turn left onto Barrel Springs Road and travel .7 miles where a gravel road cuts right, sporting a Blanchard Hill Trailhead sign. Follow this gravel road for 1.6 miles. Turn left onto another gravel road with an open gate. Follow this second gravel road for 2.2 miles. This will take you to what is known as the Hang Gliders Lookout. Turn into the first logging road landing on the right and park. There is a trail leading north, through the clearcut. Hike it for about 2.5 miles, following signs to The Bat Caves. Hike time is about 40 minutes.

The Ice Age

To get to The Ice Age, follow the main trail that leads to the Bat Caves. The Ice Age cliff is located about $\frac{1}{4}$ of the way to the Bat Caves, at a point where you walk next to a large cliff in the trees. When the main trail meets the top of this cliff you will see a sign that talks about The Ice Age. Hike past this sign and onto top of cliff. The route will be directly in front of you if you look down the cliff face. Scramble down to your right to get to the base of the route. (no topo)

134. Global Warming* 5.6 (4 bolts/45 feet)

F.A. Jason Henric

The obvious scrubbed face. Fun moderate that tops out to 2 top rope bolts.

The Bat Caves

The Bat Caves are split up into 8 cliffs. These cliffs are Slip n' Slide Slab, San Juan Wall, Samish Wall, The Triangle, Nutcracker Corner, The Upper Tier, In The Trees, and The Zit.

Slip n' Slide Slab

Slip n' Slide Slab is located on the north end of the boulder field, in front of San Juan Wall. It is characterized by it's slabby nature and rolling, juggy surface. The small slab used to offer beginners some low angle moderate routes to lead on, but the lead bolts were vandalized. They can still be top roped by doing a short scramble to the bolt anchors from above.

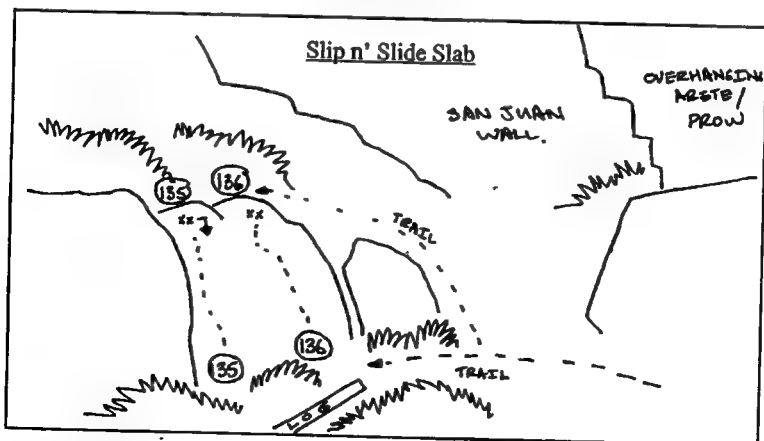
The Bat Caves

135. Kiddy Pool 5.4 (top rope/40 feet)

F.A. Jason Henrie, Kris Taylor, Mike Archambault, and Tim Wisner (July 1995)
Climb left part of easy slab.

136. Slip n' Slide 5.5 (top rope/35 feet)

F.A. Jason Henrie, Kris Taylor, Mike Archambault, and Tim Wisner (July 1995)
Climb right part of easy slab. A little harder than Kiddy pool.



San Juan Wall

San Juan Wall is the obvious 200 foot wall directly to the left of the 160 foot overhanging arete above the boulderfield.

137. Wall Street* 5.7 (natural pro/100 feet)

F.F.A. D. Kloke and J. Brantley (1970)

Originally climbed with pitons, this obvious leftward trending ramp/crack goes clean with natural pro. To descend, either scramble up or down the gully at the end of the route. Going up is longer but easier.

The Bat Caves

138. San Juan Wall*** 5.11+ (bolts/200 feet)

F.A. Kris Taylor (1996)

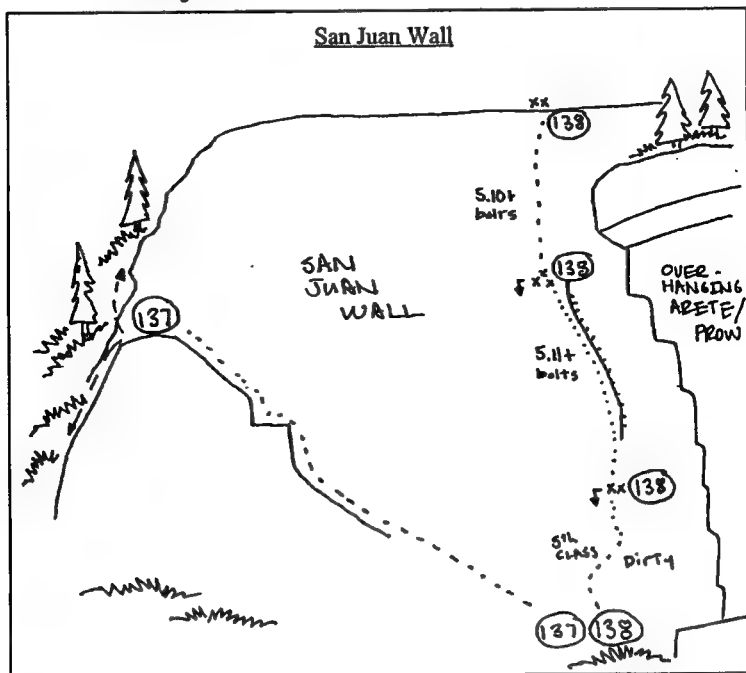
This long standing project finally got cleaned up and bolted. Originally a project of Justin Sjong who lost interest. Kris Taylor took the project on and finished bolting it and cleaned out the middle overhanging corner pitch. Now the climb is a 3 pitch sport route:

Pitch 1: Mid 5th class. Bring slings and maybe a light rack.

Pitch 2: An impressive 5.11+ overhanging corner pitch. Classic Bat Caves craziness. Many bolts.

Pitch 3: Exposed 510+ pitch that will keep you thinking to the top of the wall.

Walk off to the right.



The Bat Caves

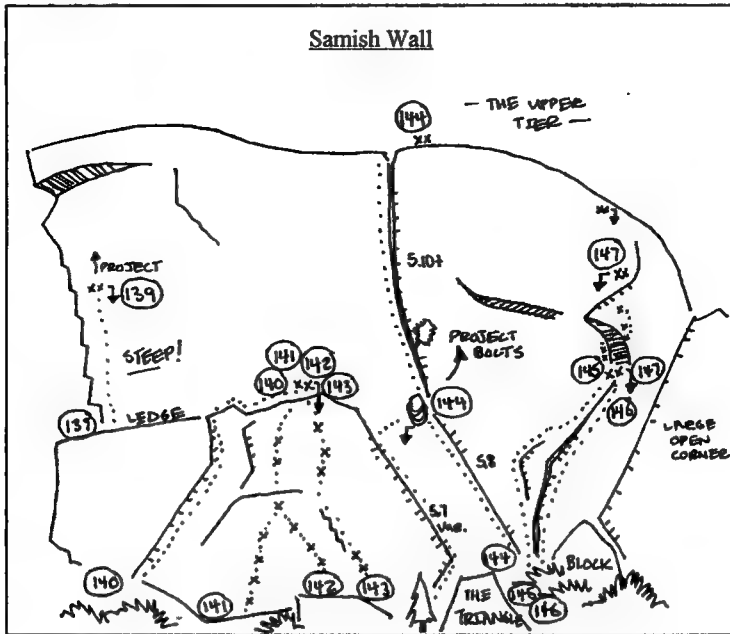
Samish Wall

Samish Wall is the obvious 200 foot wall above the main boulder field with the distinct and awesome 160 foot overhanging arete on it's left side.

139. Meltdown*** 5.12c (bolts/ 65 feet)
F.A. Jason Henrie and Kris Taylor (1996)
For years people had eyed the large arete/prow of Samish Wall but nobody wanted to exert the energy to try and bolt it. In 1996 I rappel bolted it and worked the moves with Kris. We produced a way steep route that includes wild climbing with dynos and knee bars. Totally worth climbing for those who can. Stays dry year round.
140. Apple Maggot Quarantine Area* 5.9 (natural pro/80 feet)
F.A. Steve Zellerhoff and Mike Archambault (March 12, 1995)
F.F.A. Kris Taylor and Jason Henrie
Follows a thin crack/seam in a large open book corner. After flopping your body over the final corner section and the crux, traverse right along ledge to a chain anchor rappel station.
141. Termites** 5.10c/d (7 bolts/85 feet)
F.A. Kris Taylor
F.F.A. Jason Henrie (Sept. 1995)
Great climbing. Committing between third and fourth bolt. Termites would be classic if not for some hollow holds down low.
142. Chocolate Chipmunk*** 5.11a (6 bolts/80 feet)
F.A. Greg White and friends
F.F.A. Jason Henrie and Kris Taylor (July 25, 1995)
Cruxy thin start. Not a bad idea to stick clip the first bolt. Fun bulge finish.
143. Porcupine Can't Climb*** 5.10b (bolts and natural pro/80 feet)
F.A. Greg White and friends
F.F.A. Jason Henrie and Kris Taylor (July 25, 1995)
Small holds to start and finish. Natural pro useful in middle section. Good stuff.
144. Hanging Loose*** 5.10+ (natural pro/200 feet)
F.A. R. Miller and R. Carlstad (1971)
F.F.A. Unknown
Impressive crack climb that splits the Samish Wall. Classic crack climbing on second pitch.
Pitch 1: Climb boldly up face to hanging belay with rappel slings.
Pitch 2: Follow the striking hand, fist, and offwidth crack to top of wall. Bring lots of big protection (cams) for this wide daddy.
Watch out for the pesky bush that grows out of the crux pitch now. Walk off right to descend.

The Bat Caves

145. Kris' Crack Variation* 5.7 (natural pro/60 feet)
 F.F.A. Kris Taylor (1996) maybe earlier
 Start up Kris' Crack and then continue up corner until forced right. Finish on the slab of Kris' Crack.
146. Kris' Crack** 5.8 (natural pro/60 feet)
 F.F.A. Kris Taylor (July 25, 1995)
 Good crack climbing. To bad the hand crack isn't longer...
147. Motherload*** 5.11c (5 bolts/40 feet)
 F.F.A. Jason Henrie and Kris Taylor (August, 1995)
 It's the Motherload! Good, steep, exposed climbing. Approach via Kris' Crack or rappel in from above.



The Bat Caves

The Triangle

The Triangle is located directly in front of Samish Wall, and is a boulder shaped like a (you guessed it) triangle.

148. Unnamed Left 5.4 (boulder problem/18 feet)

F.A. Unknown

Climb the north arete.

149. West Face* 5.12b (top rope/18 feet)

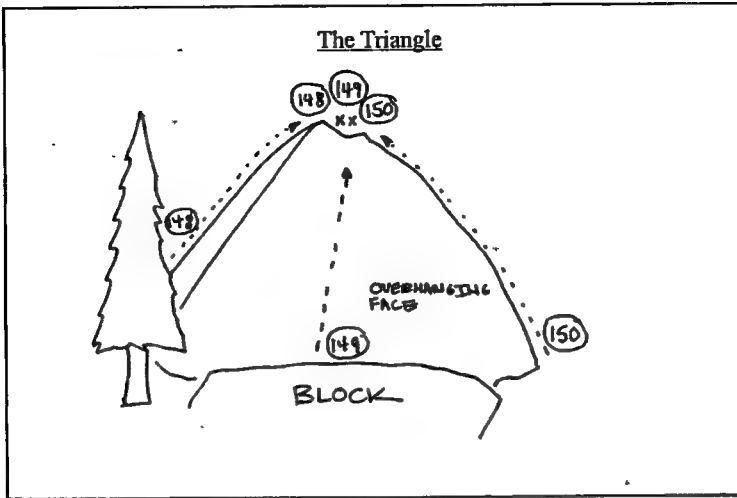
F.A. Unknown

The overhanging orange face. Powerful moves on small edges lead to even smaller edges and more powerful moves and the crux.

150. Unnamed Right 5.4 (boulder problem/18 feet)

F.A. Unknown

Climb the south arete.

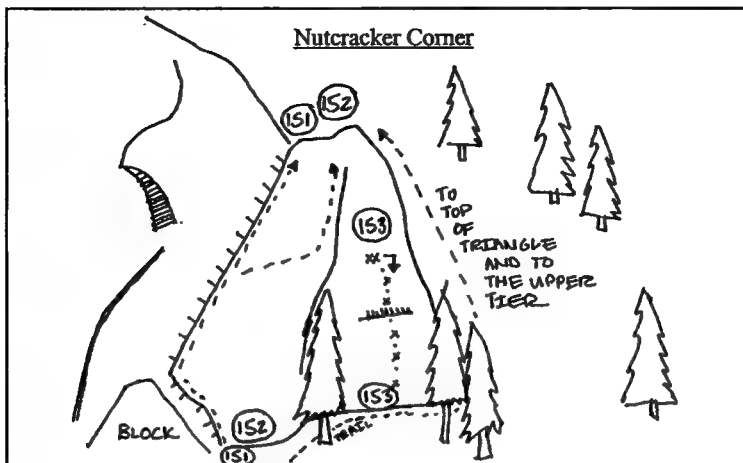


The Bat Caves

Nutcracker Corner

Nutcracker Corner is the obvious large open book corner on the right side of Samish Wall.

151. Nutcracker Corner* 5.7 (natural pro/100 feet)
F.F.A. T. Norr and D. Corning (1966)
Climb the obvious open corner. Dirty but good. Walk off right side of wall to descend.
152. Nutcracker Arete* 5.7 (natural pro/100 feet)
F.F.A. T. Norr and D. Corning (1966)
Climb Nutcracker Corner until just over ½ way up. Traverse out right onto arete on face holds.
Follow scruffy arete to top. Walk off right side of wall to descend.
153. Tresbonne** 5.11d (5 bolts/50 feet)
F.A. Jason Henrie and Kris Taylor
F.F.A. Jason Henrie (July 1995)
Difficult climbing with good rests lead to a devious technical bulge and wild climbing above.



The Bat Caves

The Upper Tier

The Upper Tier is located above Samish Wall. To get there, follow a steep trail directly to the right side of Nutcracker Corner. When a point is reached where you are almost level with The Upper Tier, cut onto a smaller trail. This trail traverses out onto the ledge at the base of The Upper Tier. There are two sections to The Upper Tier. These are the South Face and the West Face.

South Face:

154. The Dilema* 5.10a (2 bolts/30 feet)
F.F.A. Ben Wisner, Kris Taylor, and Jason Henrie (April, 15, 1995)
A short arete with airy moves. Run out after second bolt! Good approach pitch to Even Steven and San Juan Arete.
155. Even Steven** 5.8 (4 bolts/60 feet)
F.F.A. Josh Flenniken, Josh Henrie, and Jason Henrie (1995)
Good exposed climbing with a sleep crux at top. A little run out on some friable holds.
156. San Juan Arete* 5.10a (4 bolts/60 feet)
F.F.A. Jason Henrie and Gabe Cohen (April 25, 1995)
Easy climbing to a scruffy arete crux.
(topo next page)

West Face:

157. Skunk Cabbage* 5.11c (4 bolts/60 feet)
F.A. Jason Henrie
Hollow holds to start. Very reachy crux above. Yikes!
158. West Face Unnamed** 5.10d (3 bolts/45 feet)
F.F.A. Greg Heffron
Fun climbing despite some choss. Stick clip the first bolt, it's way up there.
159. Quivering Sphinx*** 5.11b/c (3 bolts/30 feet)
F.F.A. Jason Henrie (April 1995)
Technical climbing on deceptively steep rock. Pumpy second clip. Stays dry all year.
160. Scenic Cruise (a.k.a. Diarrhea)*** 5.12a (5 bolts/50 feet)
F.A. Jason Henrie and Justin Sjong
F.F.A. Craig Bruntl (1995)
Probably the best route at The Bat Caves. Climb Quivering Sphinx to the third bolt, then traverse left and up past two more bolts on increasingly steep rock. Psycho!

The Bat Caves

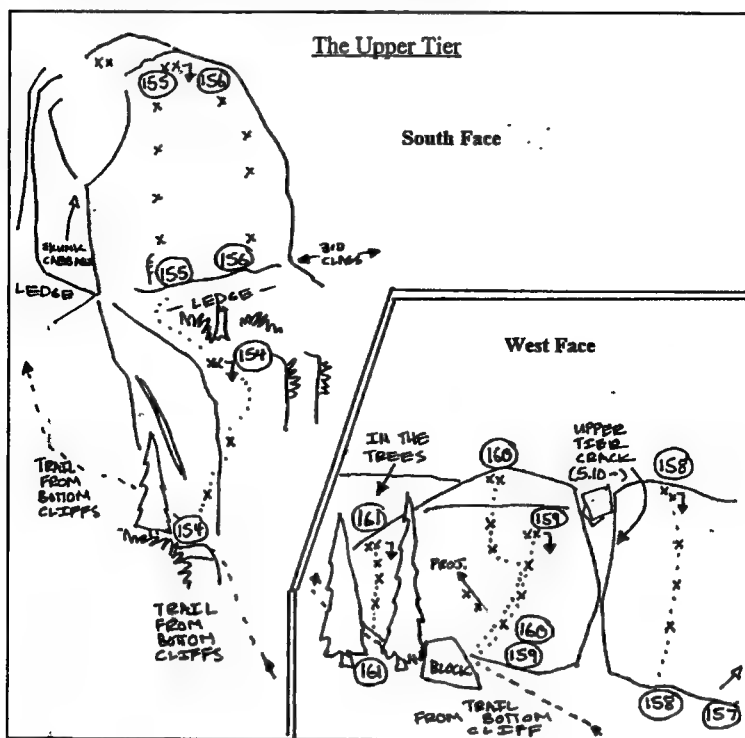
161. The American Triangle* 5.10d (w/tree to end) 5.11a (w/out tree) (3 bolts/30 ft.)

F.A. Jason Henrie and Mitsu Iwasaki

F.F.A. Jason Henrie, Kris Taylor, and Tim Wisner (w/tree to end-June 1995)

F.F.A. Some dudes from Seattle (w/out tree-1995)

While climbing this one watch out for tree if you fall. Don't fall on top rope or you will meet Mr. Tree personally. Ouch. The 5.10d uses the tree after the 3rd bolt.



The Bat Caves

In the Trees

In the Trees is located in the trees to the left of The American Triangle on the upper tier. The three scrubbed routes are very obvious when you see them. This is probably the most popular wall at The Bat Caves.

162. Pocket Pool* 5.9 (4 bolts/40 feet)

F.F.A. Kris Taylor and Jason Henrie (April 1995)

Stick clip first bolt or be bold. Low crux and high crux with no hands rest in the middle.

163. Dinner Plates*** 5.8 (4 bolts/40 feet)

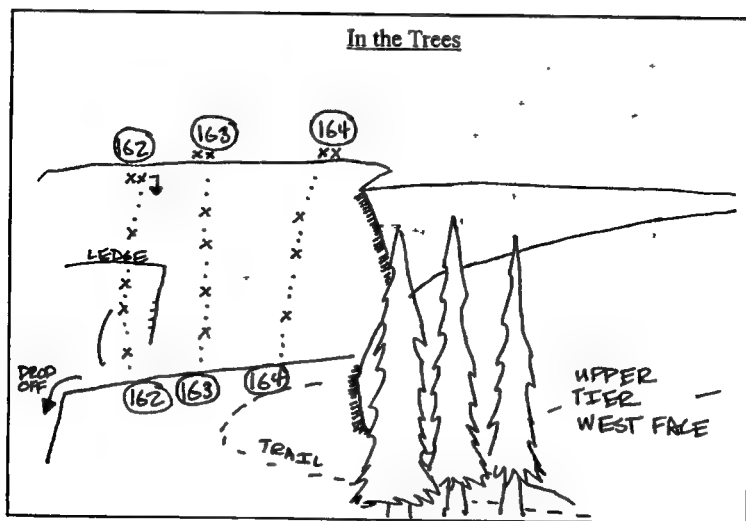
F.F.A. Jason Henrie and Justin Sjong (March 30, 1995)

A really popular lead. Fun climbing on varied holds and jugs. Well protected.

164. Power Scrub** 5.10a (3 bolts/35 feet)

F.A. Tim Wisner and Kris Taylor (April 1995)

F.F.A. Kris Taylor (April 1995)

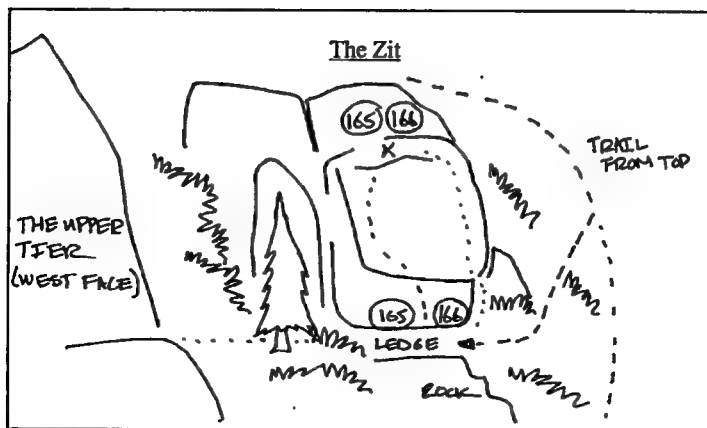


The Bat Caves

The Zit

This small outcrop is located to the east of The Upper Tier, at the top of Samish Wall. The Zit has two top rope routes. These routes can be top roped by using a lonely bolt at the top, or by backing it up with a #1 and/or #2 cam in a crack with lots of webbing.

165. Left Route 5.9 (top rope/25 feet)
F.A. Jason Henrie and Josh McBee (March 1995)
Climb over bulge, then up left arete.
166. Right Route 5.6 (top rope/25 feet)
F.A. Jason Henrie and Josh McBee (March 1995)
Climb the right hand arete.



Tick List

Routes

5.2

☐ The Stairway 35 feet Page 24

5.4

☐ Big Top Pee Wee** 30 feet Page 16

☐ Sehome Chimney** 15 feet Page 23

☐ Kiddy Pool 40 feet Page 68

5.5

☐ Peep Show** 35 feet Page 16

☐ Lay back of Dihedral* 30 feet Page 41

☐ Slip N' Slide 35 feet Page 68

5.6

☐ Jail Time** 35 feet Page 16

☐ Today's Magic Word 30 feet Page 16

☐ The Classic** 18 feet Page 23

☐ Gray and White** 35 feet Page 39

☐ Pink Medusa* 35 feet Page 63

☐ Global Warming* 45 feet Page 67

☐ Right Route 25 feet Page 77

5.7

☐ Excavation 50 feet Page 19

☐ The Text Book** 15 feet Page 23

☐ Variation Left 100 feet Page 31

☐ Resistance Route** 100 feet Page 31

☐ No Name Right* 35 feet Page 43

☐ Rat Poo Poo* 60 feet Page 62

☐ Wall Street* 100 feet Page 68

☐ Kris' Krack Variation* 60 feet Page 71

☐ Nutcracker Corner* 100 feet Page 73

☐ Nutcracker Arete* 100 feet Page 73

<input type="checkbox"/>	Kris' Krack**	60 feet	Page 71
<input type="checkbox"/>	Speaking Spanish***	75 feet	Page 14
<input type="checkbox"/>	Who's Your Daddy?**	45 feet	Page 17
<input type="checkbox"/>	Jam Crack*	15 feet	Page 26
<input type="checkbox"/>	Variation to Dihedral	30 feet	Page 41
<input type="checkbox"/>	No Name Left*	35 feet	Page 43
<input type="checkbox"/>	Crystal Ship*	30 feet	Page 61
<input type="checkbox"/>	Grog Supply*	70 feet	Page 63
<input type="checkbox"/>	Even Steven**	60 feet	Page 74
<input type="checkbox"/>	Dinner Plates***	40 feet	Page 76

<input type="checkbox"/>	The World's Tallest Thermometer**	40 feet	Page 13
<input type="checkbox"/>	Mean Streak***	75 feet	Page 14
<input type="checkbox"/>	The Secret Show**	30 feet	Page 16
<input type="checkbox"/>	Hans Groper**	45 feet	Page 17
<input type="checkbox"/>	The Diagonal (a.k.a. Catwalk)*	30 feet	Page 24
<input type="checkbox"/>	Bolt Ladder #2 Variation***	35 feet	Page 24
<input type="checkbox"/>	Variation Low Right*	100 feet	Page 31
<input type="checkbox"/>	Variation High Right	100 feet	Page 31
<input type="checkbox"/>	Nothing But Net	20 feet	Page 56
<input type="checkbox"/>	Exactor Overhang	20 feet	Page 58
<input type="checkbox"/>	Clicking Barnacles***	30 feet	Page 62
<input type="checkbox"/>	Pale Young Eels*	60 feet	Page 62
<input type="checkbox"/>	Julia the Viking Queen**	40 feet	Page 62
<input type="checkbox"/>	Saffron Spider	60 feet	Page 63
<input type="checkbox"/>	Our Typhoon Rhythm*	60 feet	Page 63
<input type="checkbox"/>	Apple Maggot Quarantine Area*	80 feet	Page 70
<input type="checkbox"/>	Pocket Pool*	40 feet	Page 76
<input type="checkbox"/>	Left Route	25 feet	Page 77

<input type="checkbox"/>	Warts***	75 feet	Page 14
<input type="checkbox"/>	Cowboy Curtis' Wild Ride*	30 feet	Page 16
<input type="checkbox"/>	Desperation Face**	25 feet	Page 41
<input type="checkbox"/>	Flake City Right	20 feet	Page 56
<input type="checkbox"/>	Railroad Dihedral*	60 feet	Page 57
<input type="checkbox"/>	The Dilema*	30 feet	Page 74
<input type="checkbox"/>	San Juan Arete*	60 feet	Page 74
<input type="checkbox"/>	Power Scrub**	35 feet	Page 76

<input type="checkbox"/>	Jungle Boogie**	45 feet	Page 10
<input type="checkbox"/>	Home of the Bun Boy**	40 feet	Page 13
<input type="checkbox"/>	Moss Attack**	75 feet	Page 14
<input type="checkbox"/>	Pee Wee's Big Adventure***	30 feet	Page 16
<input type="checkbox"/>	Unnamed**	35 feet	Page 24
<input type="checkbox"/>	Sidewalk Direct	30 feet	Page 24
<input type="checkbox"/>	Desperation Crack***	30 feet	Page 41
<input type="checkbox"/>	Porcupine Can't Climb***	80 feet	Page 70

<input type="checkbox"/>	No Name Overhang	35 feet	Page 43
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<input type="checkbox"/>	Back From Sailing**	60 feet	Page 18
<input type="checkbox"/>	Spawning Effort**	50 feet	Page 63

<input type="checkbox"/>	Termites**	85 feet	Page 70
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<input type="checkbox"/>	Bolt Ladder #2**	35 feet	Page 24
<input type="checkbox"/>	Desperation Overhang Rt.**	30 feet	Page 41
<input type="checkbox"/>	West Face Unnamed**	45 feet	Page 74
<input type="checkbox"/>	The American Triangle*	30 feet	Page 75

Tick List

Routes

5.10+

☐ Hanging Loose*** 200 feet Page 70

5.11-

☐ Desperation Overhang Left** 25 feet Page 41

5.11a

☐ Learning to Fly*** 180 feet Page 15

☐ Last Chance For Gas** 50 feet Page 19

☐ Flake City* 20 feet Page 56

☐ Chocolate Chipmunk*** 80 feet Page 70

5.11b

☐ Go Go Gadget*** 35 feet Page 11

5.11b/c

☐ Quivering Sphinctor*** 30 feet Page 74

5.11c

☐ Streaker** 45 feet Page 11

☐ Twisted Soul** 40 feet Page 11

☐ Motherload*** 40 feet Page 71

☐ Skunk Cabbage* 60 feet Page 74

5.11c/d

☐ Smoke on the Water** 60 feet Page 61

5.11d

☐ Super Bad*** 50 feet Page 11

☐ Across the House*** 45 feet Page 11

☐ Tresbonne** 50 feet Page 73

5.11+

☐ San Juan Wall*** 200 feet Page 69

Tick List

Routes

5.11d/12a

<input type="checkbox"/> Feeding Frenzy*	40 feet	Page 11
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5.12a

<input type="checkbox"/> Scenic Cruise (a.k.a. Diarrhea)	50 feet	Page 74
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5.12b

<input type="checkbox"/> Super Baddest***	65 feet	Page 11
<input type="checkbox"/> West Face*	18 feet	Page 72

5.12c

<input type="checkbox"/> Shorty***	30 feet	Page 10
<input type="checkbox"/> Meltdown***	65 feet	Page 70

5.12d

<input type="checkbox"/> Pinch of Death***	55 feet	Page 11
<input type="checkbox"/> Desperation Face Right**	30 feet	Page 41

☐ Corner* 10 feet Page 47

☐ Lingley's Slab 10 feet Page 24

☐ Dolphin Dihedral 20 feet Page 49

☐ Unnamed Left 18 feet Page 72

☐ Unnamed Right 18 feet Page 72

☐ Face** 15 feet Page 36

☐ Up and Over* 12 feet Page 47

☐ Exactor Crack** 15 feet Page 58

☐ Classic Steep Face* 12 feet Page 36

☐ Seaside North* 20 feet Page 49

☐ Seaside Traverse** 20 foot traverse Page 49

☐ Dynalock Left* 15 feet Page 52

☐ Undercling Problem*** 12 feet Page 34

☐ Steep Face 10 feet Page 36

☐ N. T. Middle Right 12 feet Page 38

☐ Seaside Left 20 feet Page 49

☐ White Right** 15 feet Page 52

☐ Right Edge Lay back*** 12 feet Page 58

☐ Pink Wall Traverse*** 60 foot traverse Page 59

Tick List

Boulder Problems

5.9

<input type="checkbox"/>	Flake Traverse***	12 feet	Page 34
<input type="checkbox"/>	The Reach***	12 feet	Page 34
<input type="checkbox"/>	Overhang**	15 feet	Page 36
<input type="checkbox"/>	Seaside Crack*	15 feet	Page 49
<input type="checkbox"/>	Seaside Right	20 feet	Page 49
<input type="checkbox"/>	Octopus Right	12 feet	Page 51
<input type="checkbox"/>	The Fence Slab Traverse*	30 foot traverse	Page 58

V0

<input type="checkbox"/>	Open Book Overhang*	15 feet	Page 26
<input type="checkbox"/>	The Point Traverse**	20 foot traverse	Page 35
<input type="checkbox"/>	Sit Down Problem***	15 foot traverse	Page 35
<input type="checkbox"/>	Lay Back Dihedral*	12 feet	Page 36
<input type="checkbox"/>	The New Traverse Variation**	20 foot traverse	Page 38
<input type="checkbox"/>	N.T. Left*	12 feet	Page 38
<input type="checkbox"/>	The Fire Pit Traverse**	40 foot traverse	Page 46
<input type="checkbox"/>	Up From the Pit*	10 feet	Page 46
<input type="checkbox"/>	First Overhang***	12 foot traverse	Page 47
<input type="checkbox"/>	Nautilus*	12 foot traverse	Page 47
<input type="checkbox"/>	Charlie Don't Surf*	12 feet	Page 51
<input type="checkbox"/>	Octopus Left*	12 feet	Page 51
<input type="checkbox"/>	The Prow*	12 feet	Page 51
<input type="checkbox"/>	Exactor Dihedral/Face***	12 feet	Page 58
<input type="checkbox"/>	Pink Wall Mantle**	10 feet	Page 59

V1

<input type="checkbox"/>	Boulder Up*	10 feet	Page 24
<input type="checkbox"/>	Variation to 51**	12 feet	Page 34
<input type="checkbox"/>	Lay Back Dihedral Variation***	12 feet	Page 36
<input type="checkbox"/>	Less Than Vertical Wall Traverse***	50 foot traverse	Page 36
<input type="checkbox"/>	New Traverse Right*	15 feet	Page 38
<input type="checkbox"/>	Pump Tour (a.k.a. Moonwalk)***	18 foot traverse	Page 39
<input type="checkbox"/>	Up the Block**	8 feet	Page 45
<input type="checkbox"/>	Octopus Hand Traverse	12 feet	Page 51
<input type="checkbox"/>	The Fence Slab Dihedral**	6 feet	Page 58
<input type="checkbox"/>	Lay Back of Center Dihedral***	15 feet	Page 58

Tick List

Boulder Problems

V2

<input type="checkbox"/>	Boulder Lip Traverse***	15 foot traverse	Page 24
<input type="checkbox"/>	Flake Traverse Variation**	12 feet	Page 34
<input type="checkbox"/>	Death Ray Boogie**	12 feet	Page 36
<input type="checkbox"/>	Pump Tour Lip**	12 feet	Page 39
<input type="checkbox"/>	Around the Block**	8 feet	Page 45
<input type="checkbox"/>	Fire Pit Right*	10 feet	Page 46
<input type="checkbox"/>	Out of the Pit (top half)***	8 feet	Page 47
<input type="checkbox"/>	Seaside Attraction***	20 feet	Page 49
<input type="checkbox"/>	The Fang**	10 feet	Page 53
<input type="checkbox"/>	Exactor Slab Route***	12 feet	Page 58

V3

<input type="checkbox"/>	The Block**	20 foot traverse	Page 45
<input type="checkbox"/>	The Fire Pit Climb Left**	12 feet	Page 46
<input type="checkbox"/>	Out of the Pit***	10 feet	Page 47
<input type="checkbox"/>	Dynalock Right**	15 feet	Page 52

V3/V4

<input type="checkbox"/>	The Classic Direct**	18 feet	Page 24
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V4

<input type="checkbox"/>	The New Traverse***	70 foot traverse	Page 37
<input type="checkbox"/>	N.T. Middle Left***	12 feet	Page 38
<input type="checkbox"/>	Around the World***	25 foot traverse	Page 41

V6

<input type="checkbox"/>	The Point's Full Traverse***	30 foot traverse	Page 34
<input type="checkbox"/>	The Block Low Traverse**	20 foot traverse	Page 45

V6/V7

<input type="checkbox"/>	Sehome Traverse***	35 foot traverse	Page 24
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Notes:

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13.50